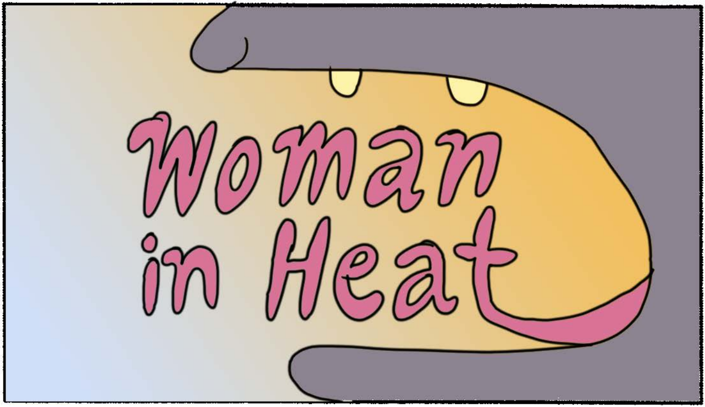
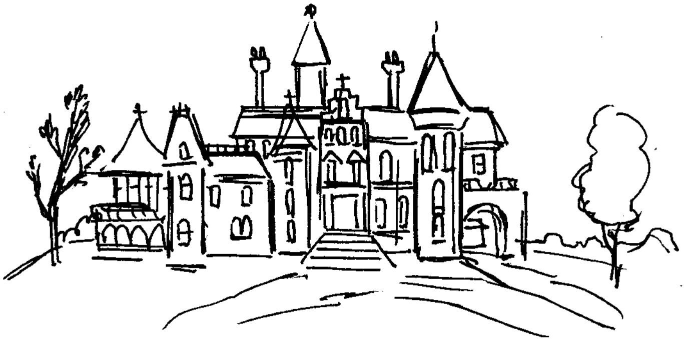
**Sc.** **Pnl.** **Bg.** day night

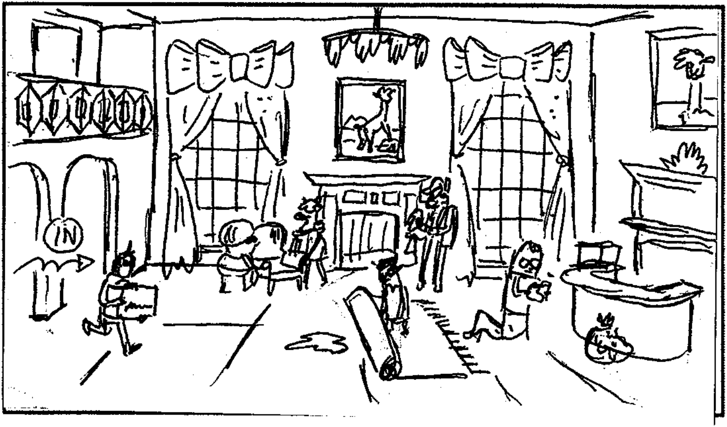

Woman in Heat

Sc. Pnl. Bg. day night



[CUT TO BOTTOMS BUTTE]

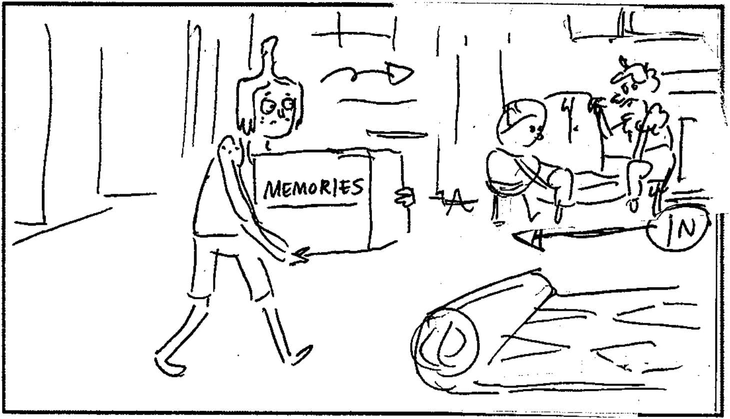
**Sc.** **Pnl.** **Bg.** day night



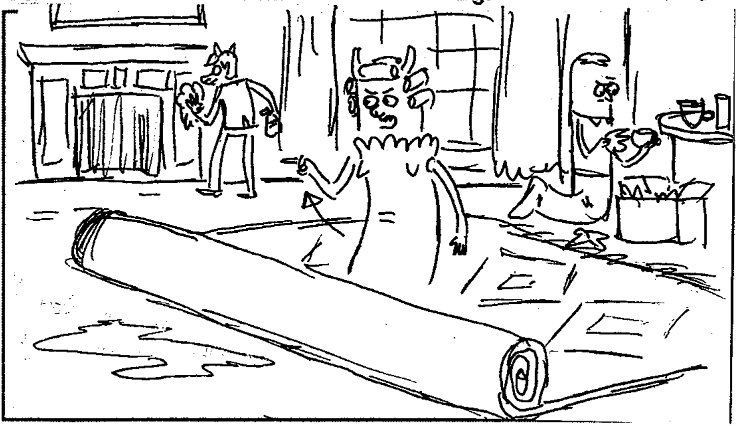
(everybody upacking / cleaning,
CB walks in)

Page

**Sc.** **Pnl.** **Bg.** day night


MEMORIES
IN

**Sc.** **Pnl.** **Bg.** day night



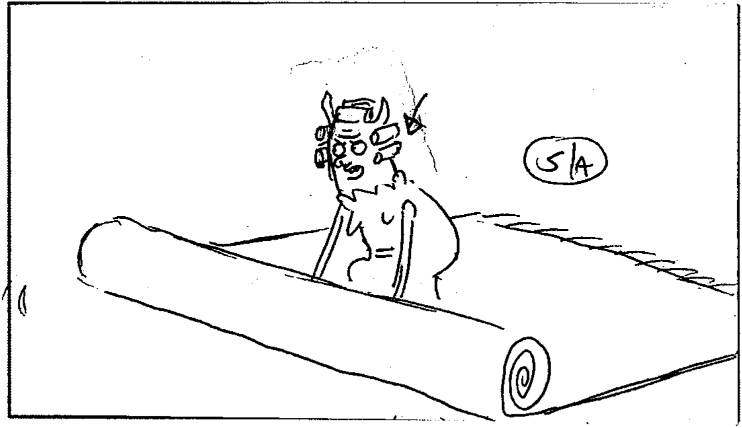
**Dialo**

D- BE CAREFUL WITH
THAT, CABANA BOY.

**Actio**

**Timin**

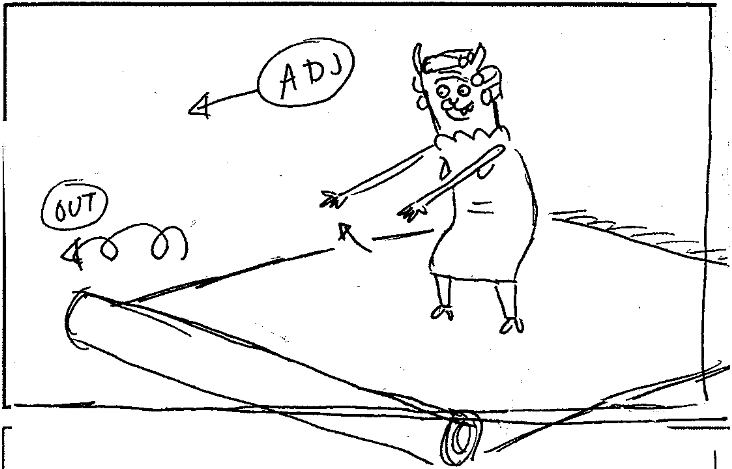
**Sc.** **Pnl.** **Bg.** day night



D- IT CONTAINS A LOT OF MEMORIES.

(unrolls rug)

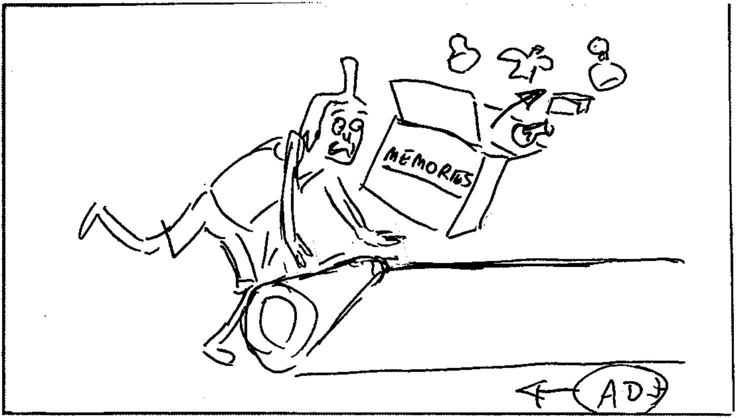
**Sc.** **Pnl.** **Bg.** day night



**Action:**

**Timing:**

Sc. Pnl. Bg. day night

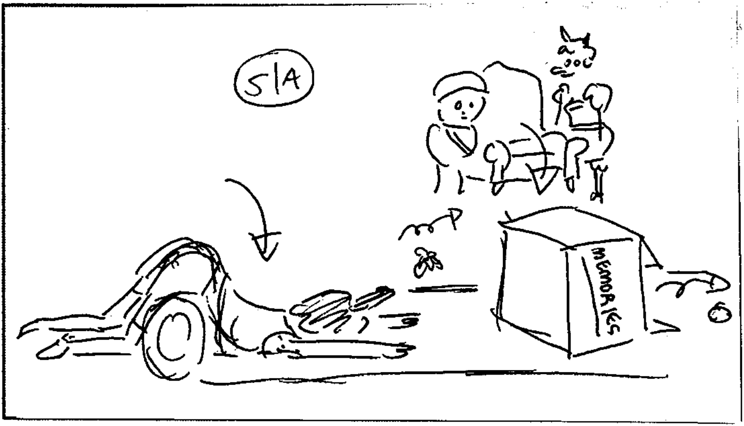

MEMORIES
AD

**Dialog:**

CB- HUA-

**Timing:**

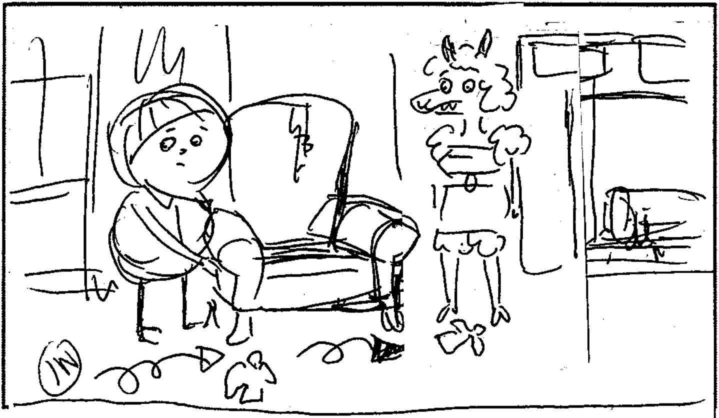
**Sc.** **Pnl.** **Bg.** day night


S|A
MEMORIES

CB- UNGH!

(CB trips on rug and
Spills memories everywhere)

**Sc.** **Pnl.** **Bg.** day night



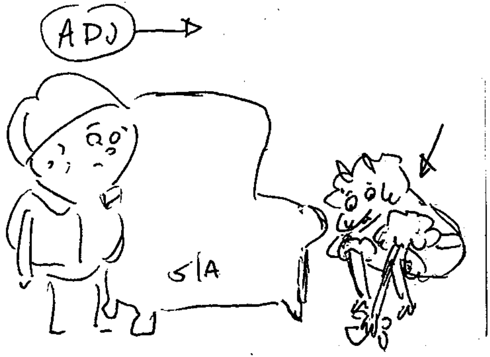
**Dialog:**

**Action:** (figurine rolls over to B)

**Timing:**

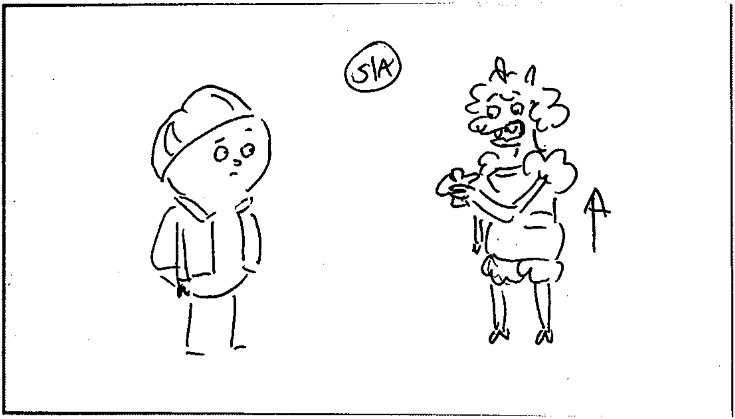
Page

**Sc.** **Pnl.** **Bg.** day night



(she picks it up)

**Sc.** **Pnl.** **Bg.** day night

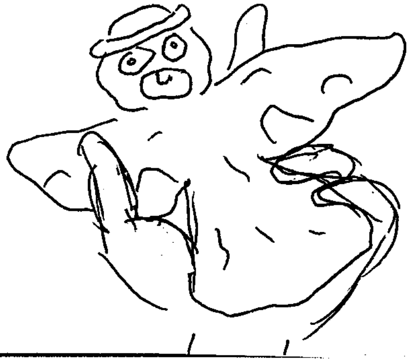


**Dialog:** B- WHAT'S THIS?

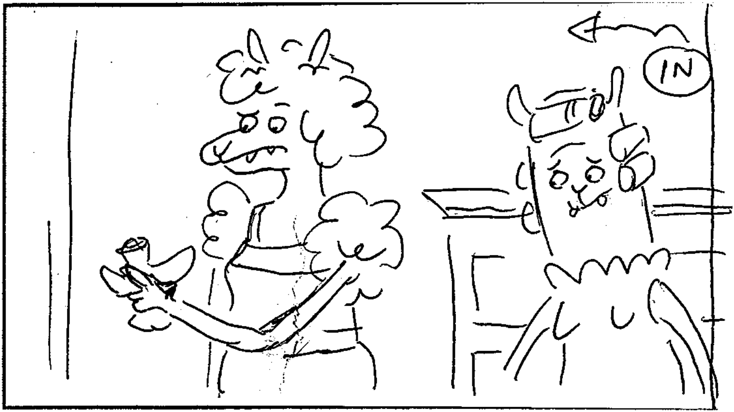
**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day [✓ night]



**Sc.** **Pnl.** **Bg.** day night

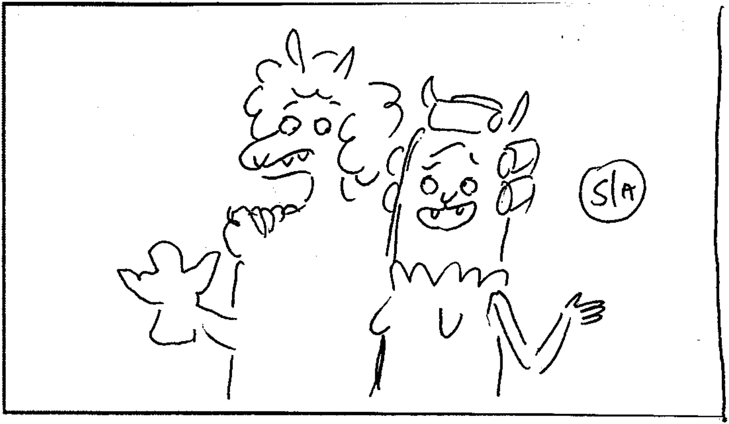


**Dialog:** D - SIGH

**Action:**

**Timing:**

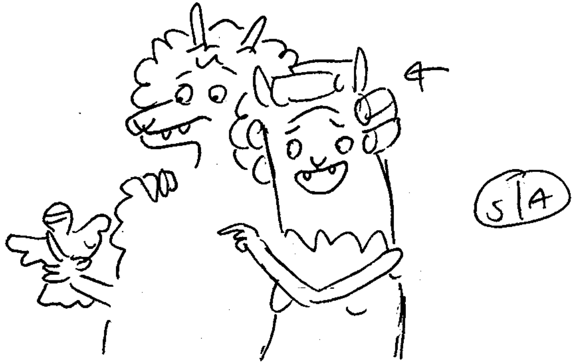
**Sc.** **Pnl.** **Bg.** day night



D- DON'T YOU REMEMBER TOOTHIA?

(puts arm around B)

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

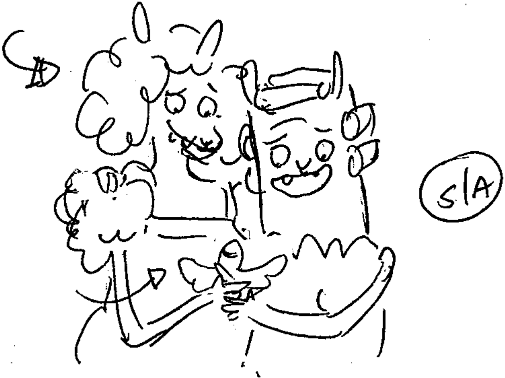
D- YOU WERE SO UPSET WHEN YOU LOST YOUR FIRST TOOTH THAT I CAME UP WITH THIS STORY ABOUT HOW,

**Action:**

**Timing:**

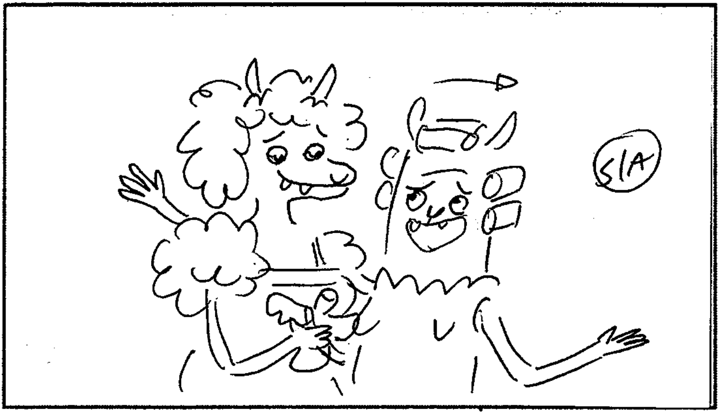
Page

**Sc.** **Pnl.** **Bg.** day night



D- IF YOU MOLDED IT INTO AN ANGEL,

**Sc.** **Pnl.** **Bg.** day night



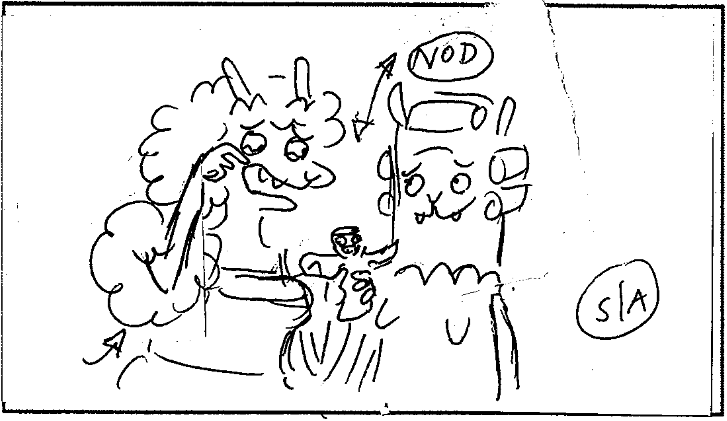
**Dialog:**

D-ALL YOUR WISHES
WOULD COME TRUE!

**Action:**

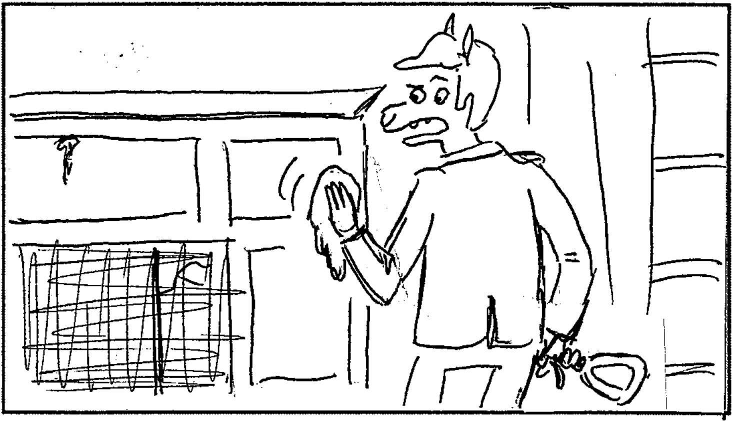
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B-...AND YOU'VE SAVED HER ALL THESE YEARS? ≡SNIF≡

**Sc.** **Pnl.** **Bg.** day night



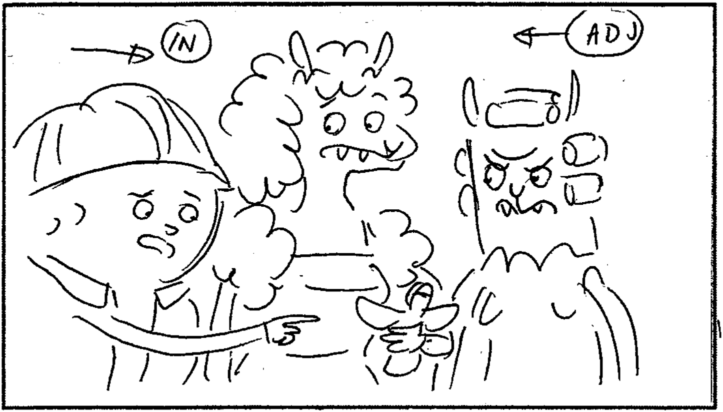
**Dialog:**

S- I FEEL LIKE I REMEMBER BEVERLY SWALLOWING ALL OF HER BABY TEETH?

**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



**Dialo**

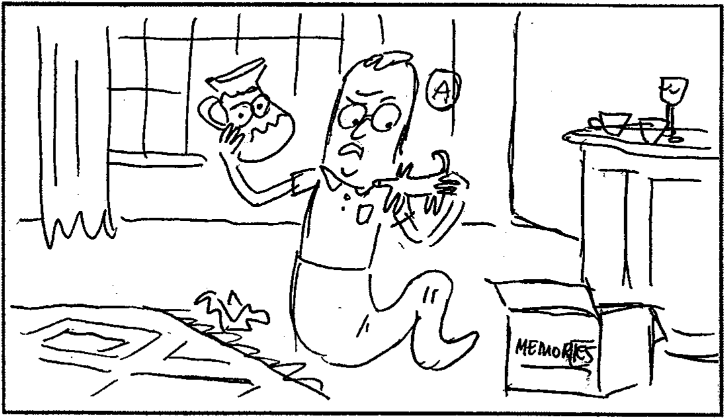
P- WHY'S THERE A
PRICE TAG ON IT?

**Actic**

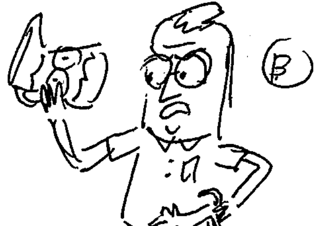
**Timi**

Page______

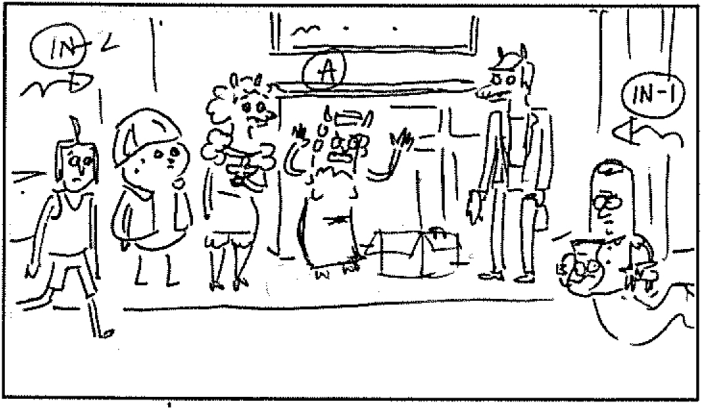
**Sc.** **Pnl.** **Bg.** day night



G - THERE'S A PRICE
TAG ON ALL THIS STUFF.



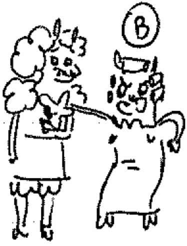
**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

D - FINE! BUSTED! I GOT IT AT SAVEY-THRIFT!

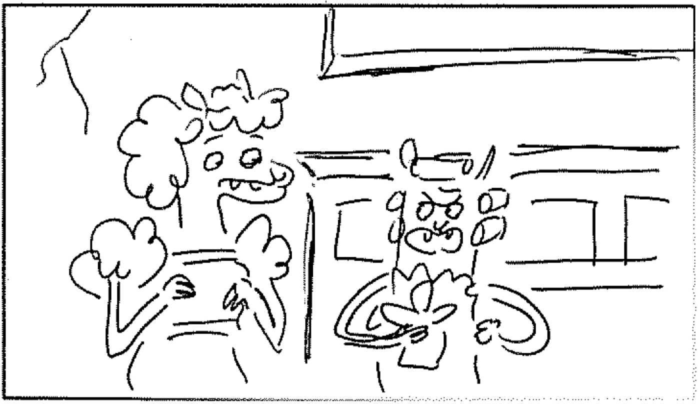
**Action:**



(D grabs Toothia)

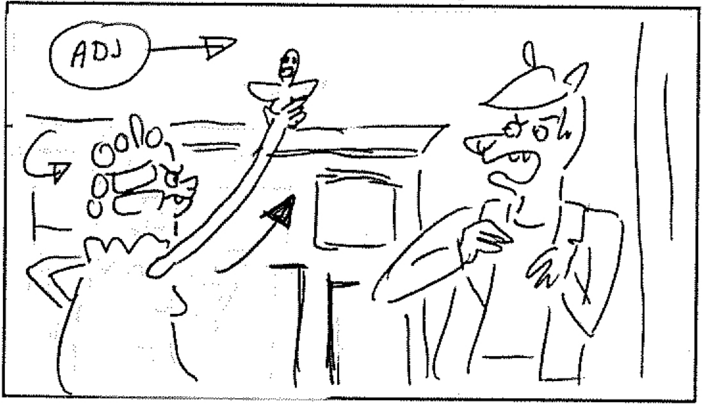
**Timing:**

Sc. Pnl. Bg. day night



D-SOMEONE'S GOTTA MAKE THIS HOUSE A HOME!!

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

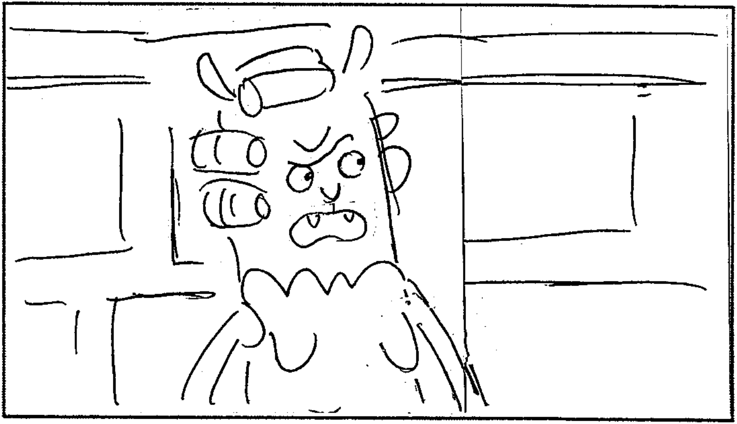
SCOTT - DON'T YOU HAVE ANY FAMILY PHOTOS OR ANYTHING?

**Action**

**Timing:**

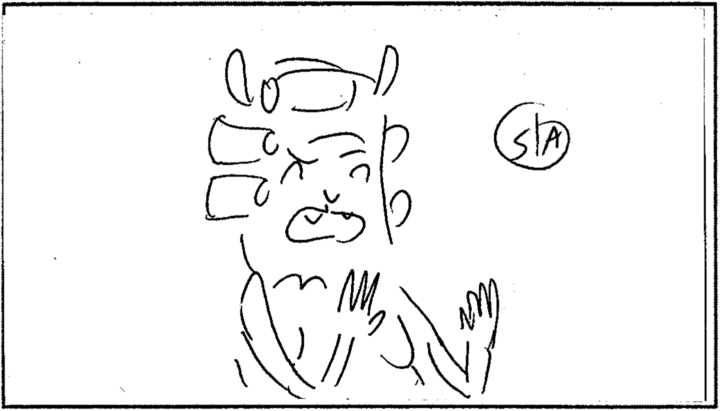
Page

**Sc.** **Pnl.** **Bg.** day night



D- OF YOU DONKEYS?

**Sc.** **Pnl.** **Bg.** day night

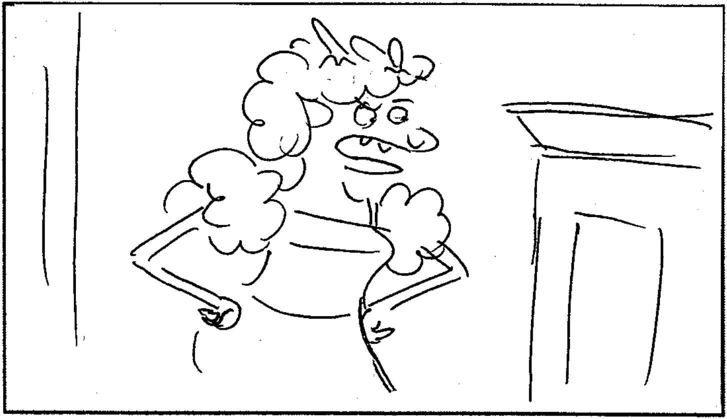


**Dialog:** D- NO THANK YOU.

**Action:**

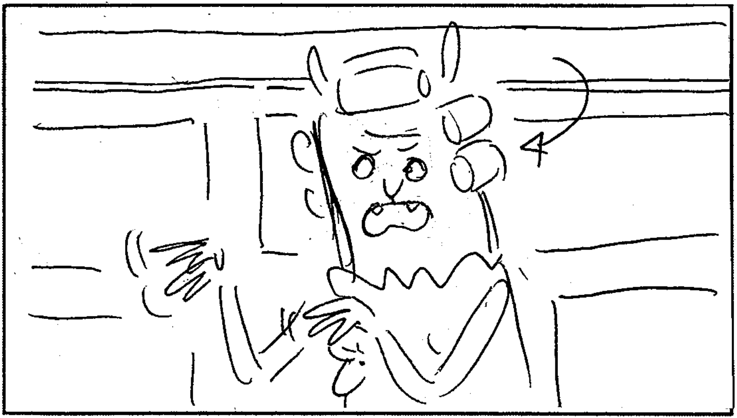
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B-HEY, I LOOKED VERY CUTE IN MY FACULTY ID PICTURE.

**Sc.** **Pnl.** **Bg.** day night



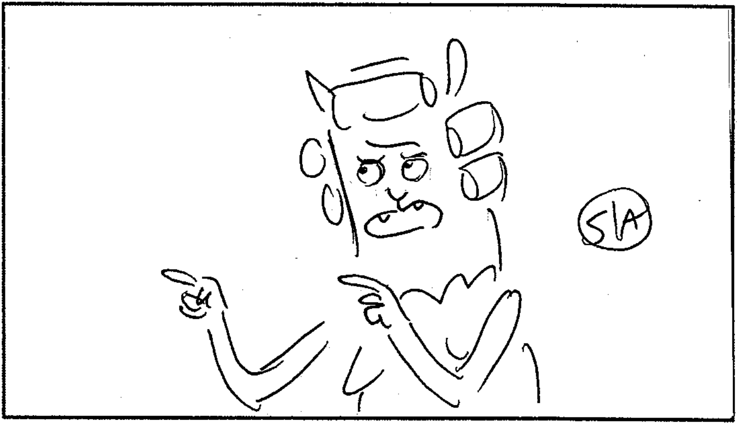
**Dialog:**

D-FINE, GO GET IT.

**Action:**

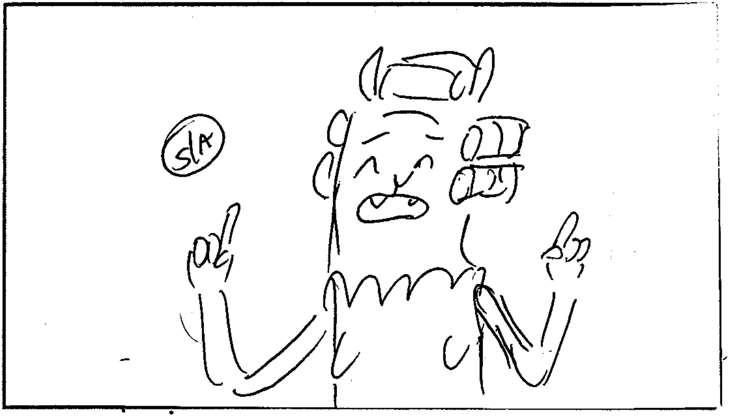
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



D- BUT KNOW IT'S MY CALL ON WHETHER OR NOT IT GETS TO STAY.

**Sc.** **Pnl.** **Bg.** day night



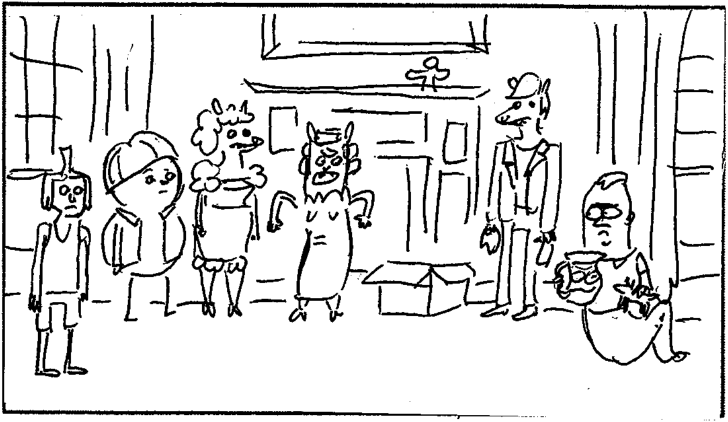
**Dialog:** D - THIS WOULDN'T BE THE FIRST TIME YOU THOUGHT YOU LOOKED CUTE WHEN YOU DIDN'T.

**Action:**

**Timing:**

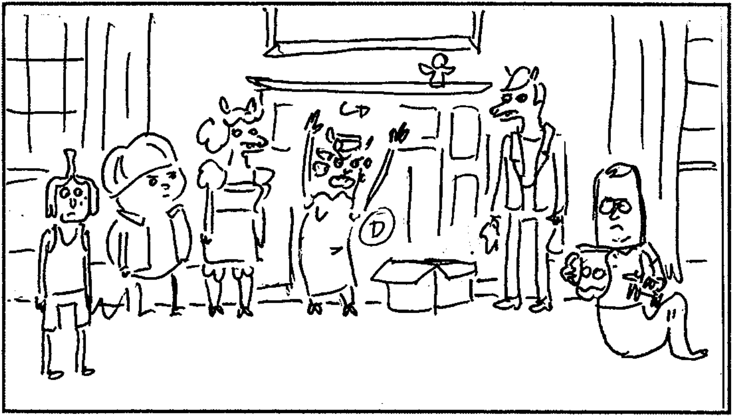
Page

Sc. Pnl. Bg. day night



D - EVERYBODY ELSE,
ROLL UP YOUR SLEEVES!

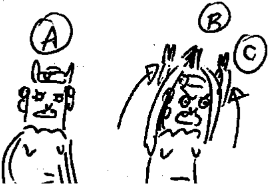
**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

D- WE GOT A LOT OF NEW MEMORIES TO MAKE HERE PEOPLE!

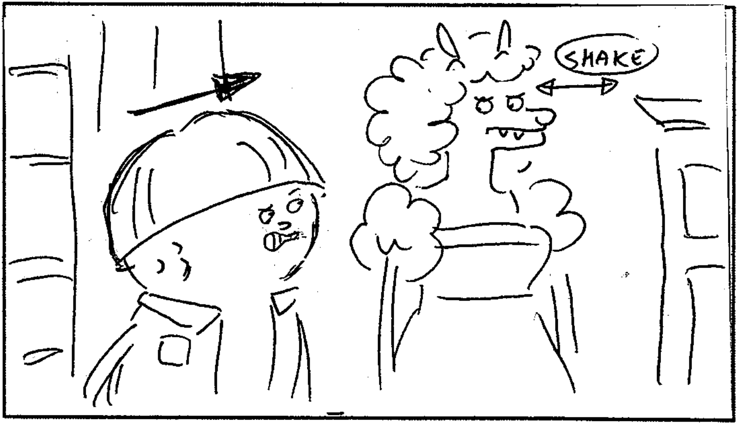
**Action:**



Ⓐ → Ⓑ → Ⓒ → Ⓑ → Ⓓ

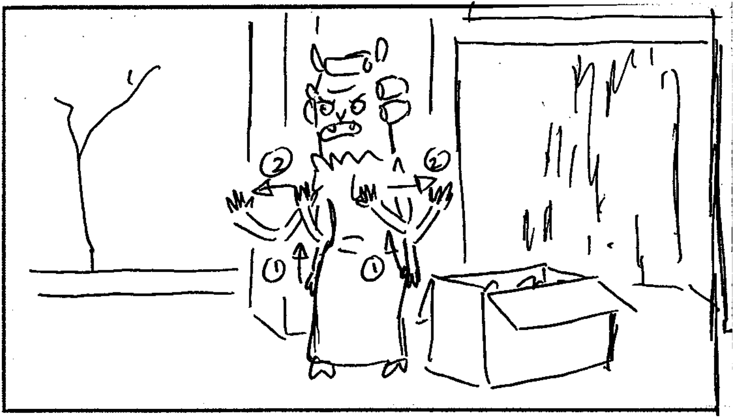
(claps 2x)

**Sc.** **Pnl.** **Bg.** day night



P- WHY ARE WE MAKING NEW MEMORIES?

**Sc.** **Pnl.** **Bg.** day night

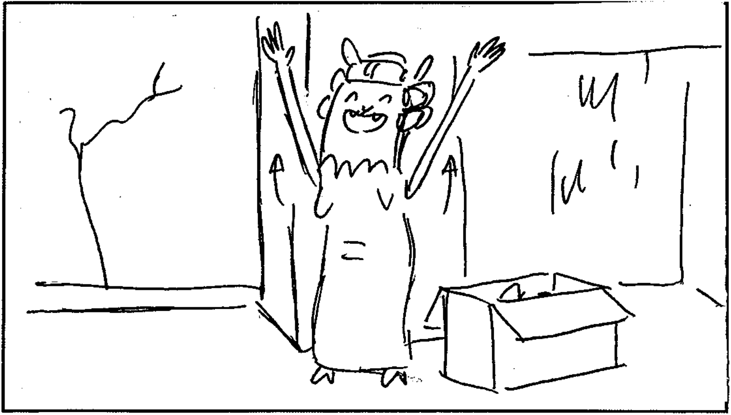


**Dialog:** D- BECAUSE THE OLD ONES ARE NOT GOOD.

**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

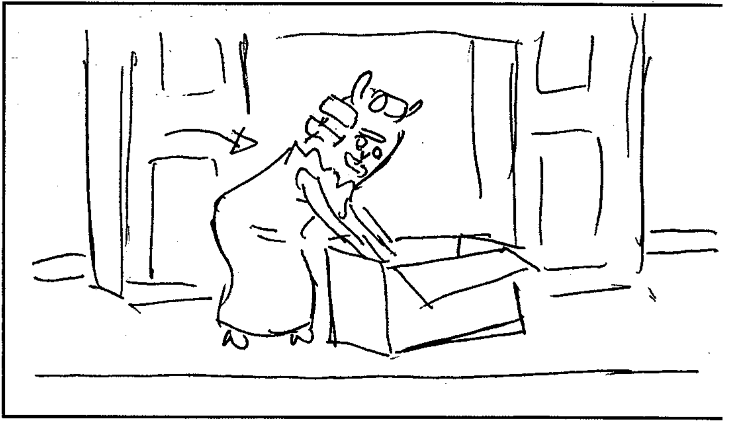
D-CLEAN SLATE FOR
ALL OF US!

**Action:**

**Timing:**

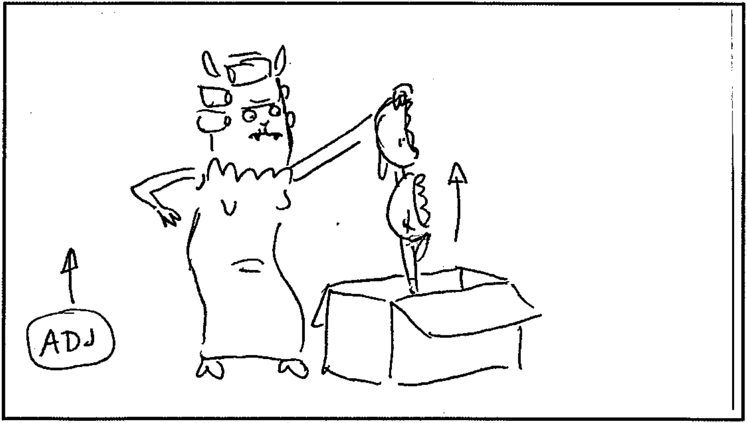
Page

**Sc.** **Pnl.** **Bg.** day nigh



D- 'MON NOW...

**Sc.** **Pnl.** **Bg.** day night



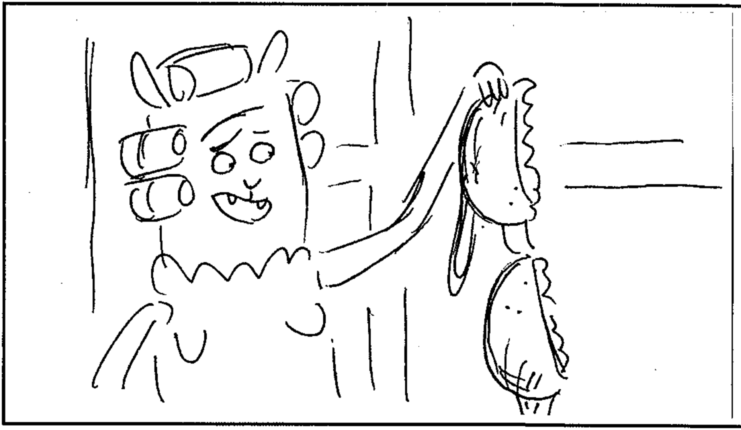
**Dialog:**

**Action:** (picks up bra)

**Timing:**

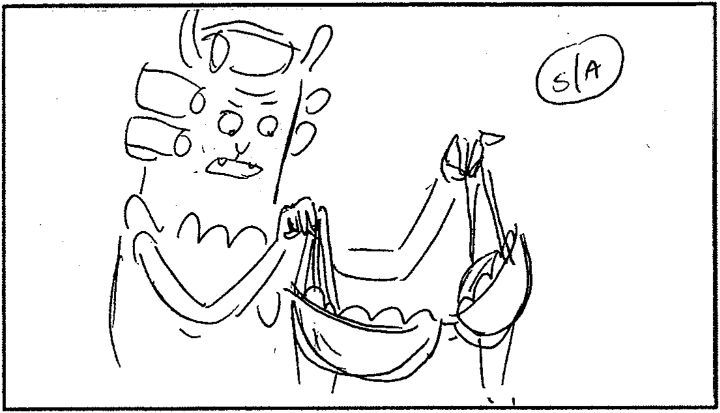
Page

Sc. Pnl. Bg. day night



D- WHAT A BRA...

**Sc.** **Pnl.** **Bg.** day night

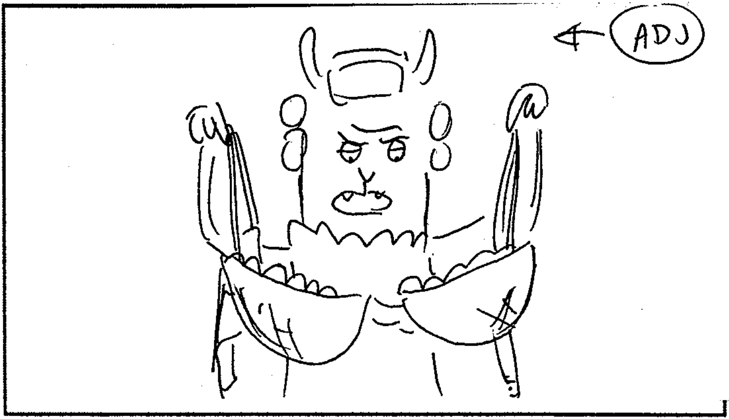


**Dialog:** D - GOT THIS AT...

**Action:**

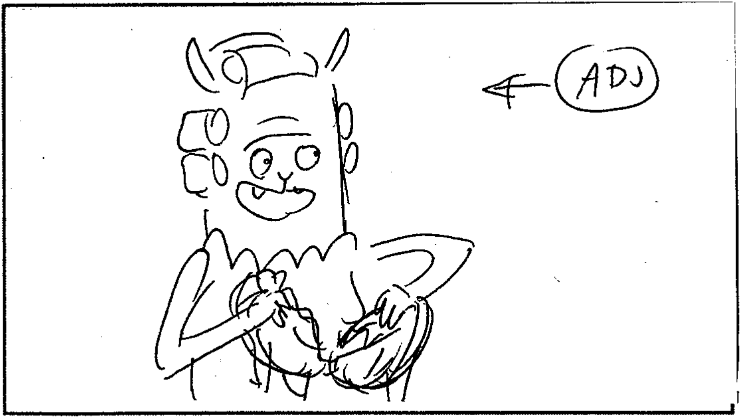
**Timing:**

Sc. Pnl. Bg. day night



D - HAD THIS SINCE...

**Sc.** **Pnl.** **Bg.** day night



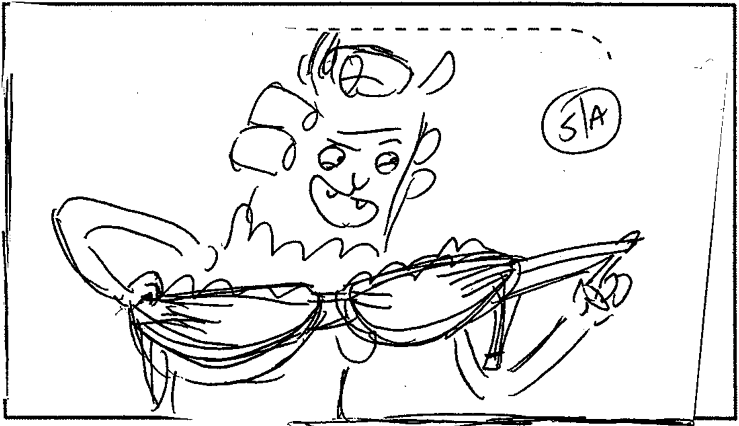
**Dialog:**

D- WELL ANYWAY,
WASH IT FOR ME, SON.

**Action:**

**Timing:**

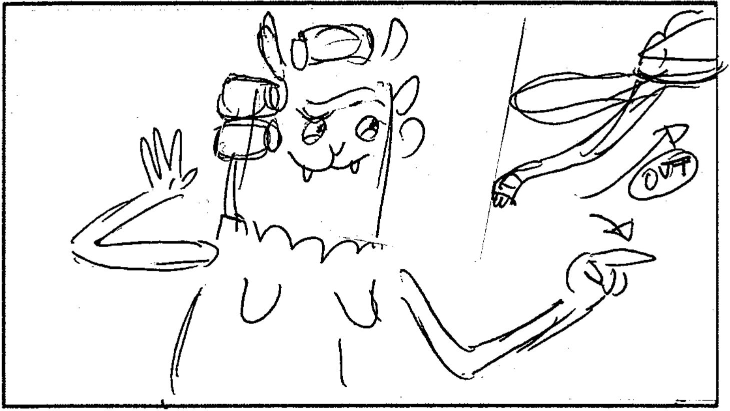
**Sc.** **Pnl.** **Bg.** day night



D-DELICATES.

(tosses it to Scott)

**Sc.** **Pnl.** **Bg.** day night



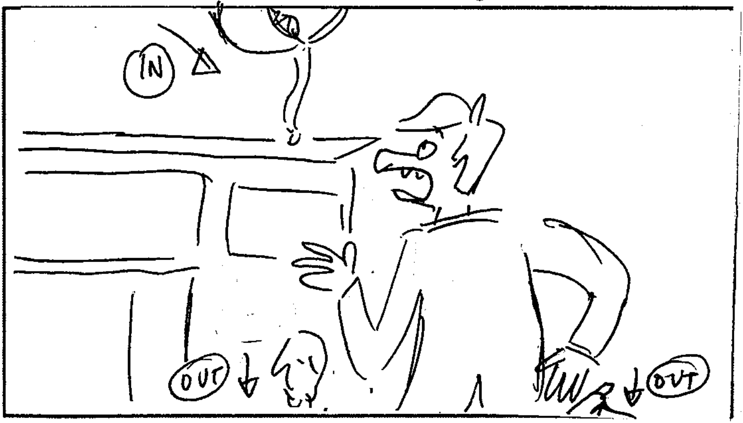
**Dialog:**

**Action:**

**Timing:**

(

**Sc.** **Pnl.** **Bg.** day night

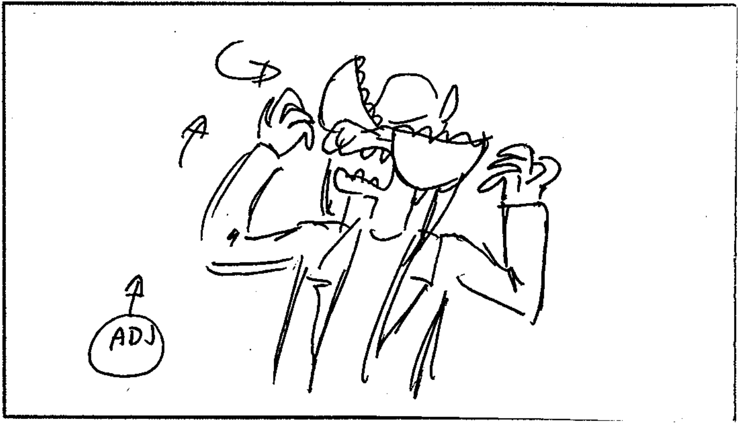


**Dialog:** S–AUGH!

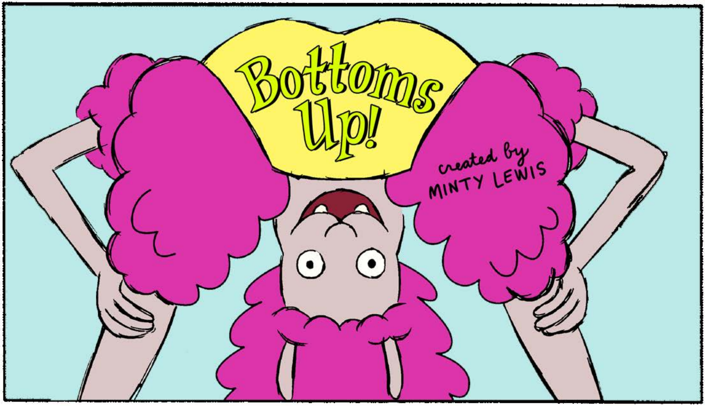
**Action:** (lands on his face)

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



**Sc.** **Pnl.** **Bg.** day night


Bottoms Up!
created by
MINTY LEWIS

≡ INTRO PLAYS ≡

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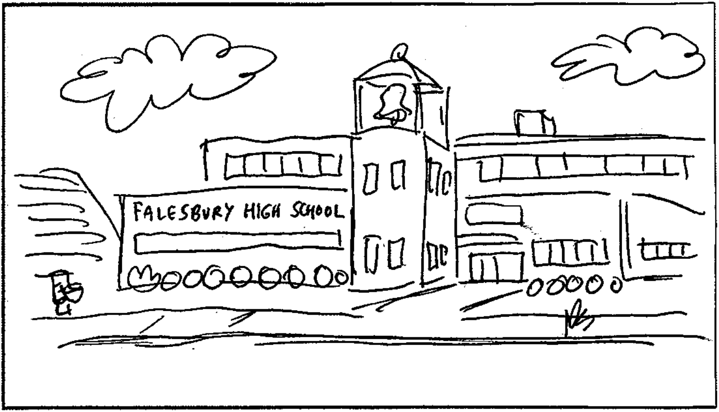
**Sc.** **Pnl.** **Bg.** day night

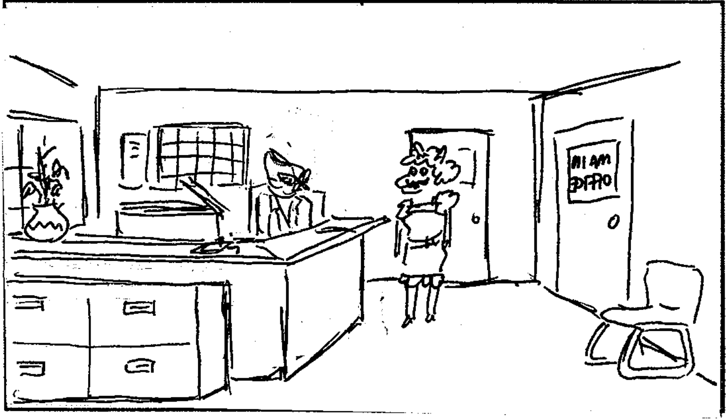


**Dialog:** VP - LOOK AT YOU! (O/S)

**Action:**

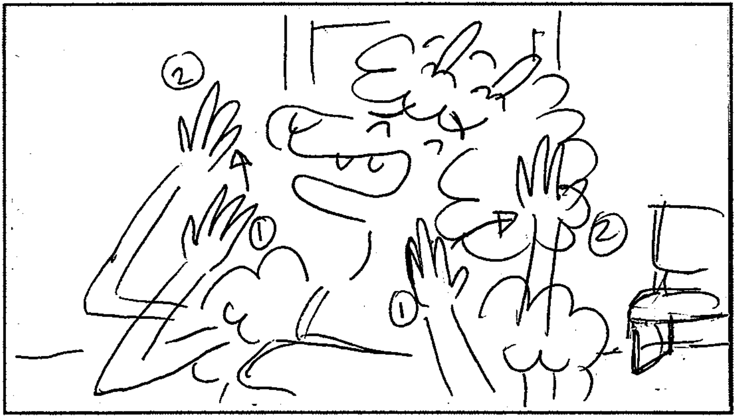
**Timing:**

Sc. Pnl. Bg. day night



VPC- OUT OF THE HOSPITAL BED AND ALREADY OUT RUNNING ERRANDS!

**Sc.** **Pnl.** **Bg.** day night

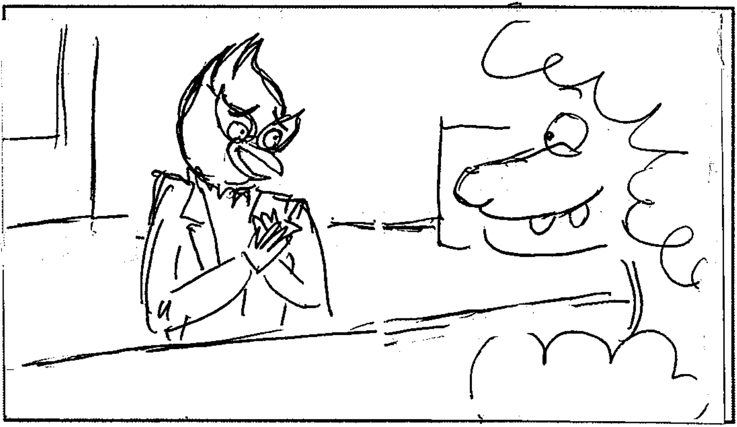


**Dialog:** B - AND I'M WEARING MAKE-UP.

**Action:**

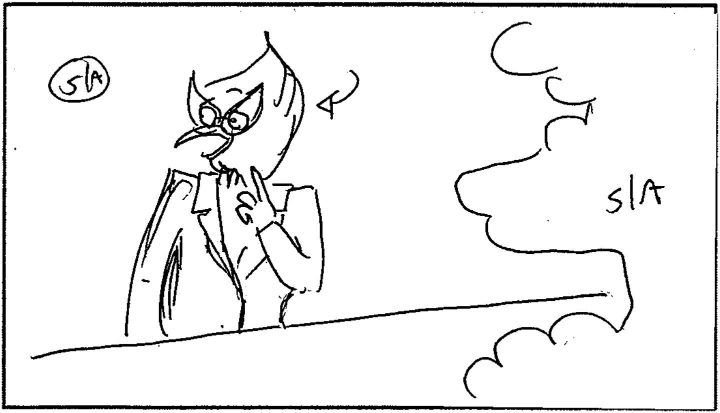
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



VPC - BLESS YOUR HEART!

**Sc.** **Pnl.** **Bg.** day night



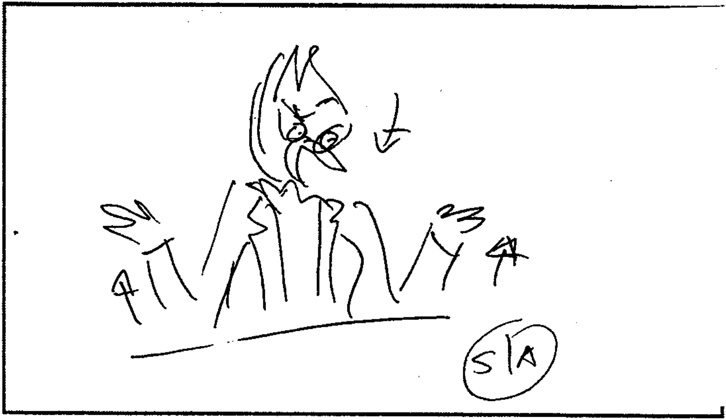
**Dialog**

VPC- NOW WHERE DID WE PUT ALL YOUR THINGS...

**Action**

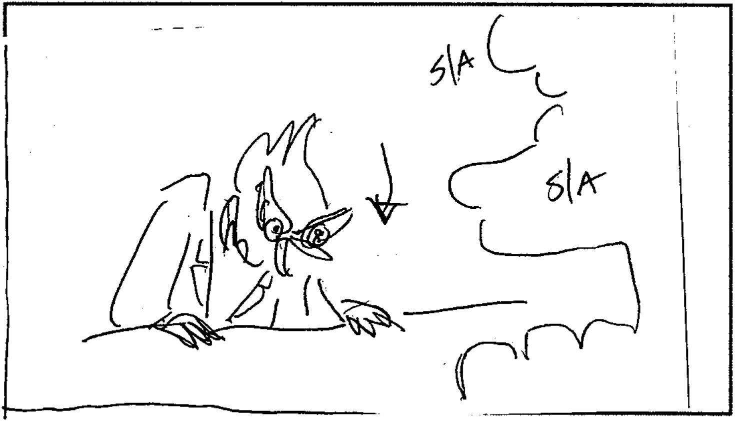
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



VPC- HONESTLY WE DIDN'T THINK YOU WERE GONNA MAKE IT,

**Sc.** **Pnl.** **Bg.** day night

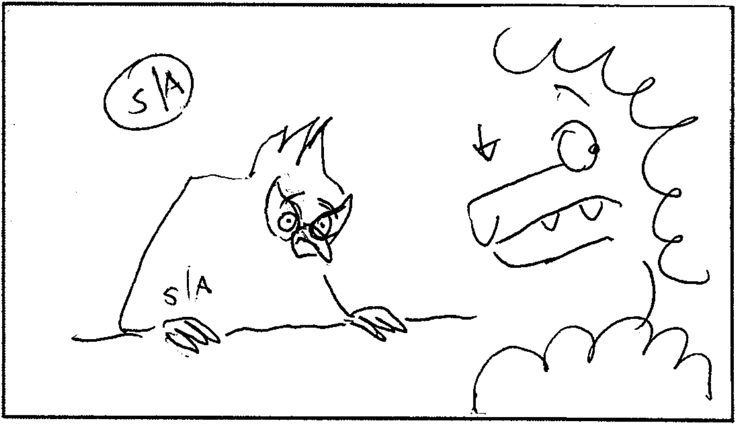


**Dialog:** VPC- SO IT MAY HAVE BEEN INCINERATED BUT LET'S JUST SEE!

**Action:** (O/S) = DOOR OPENS/SHUTS =

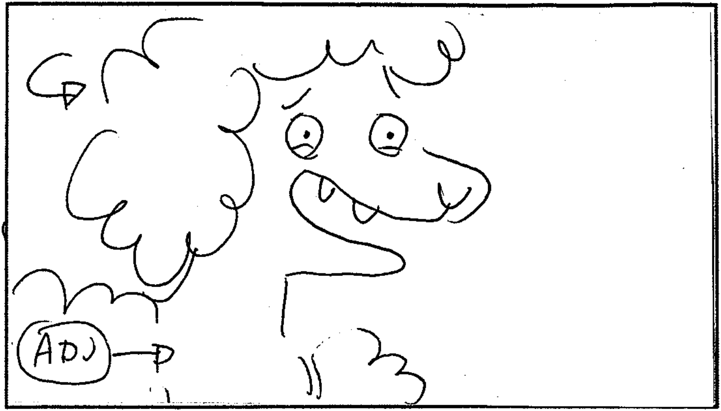
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



WILL SURE - BEVERLY?! (0/5)

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

B- ≡GASP≡ WILL!

**Action:**

(spins around)

**Timing:**

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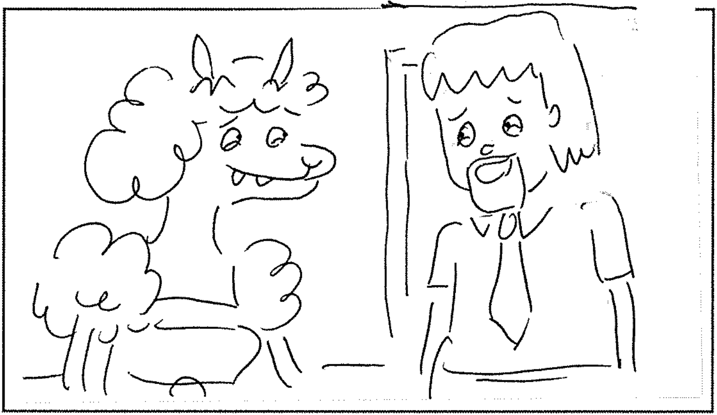
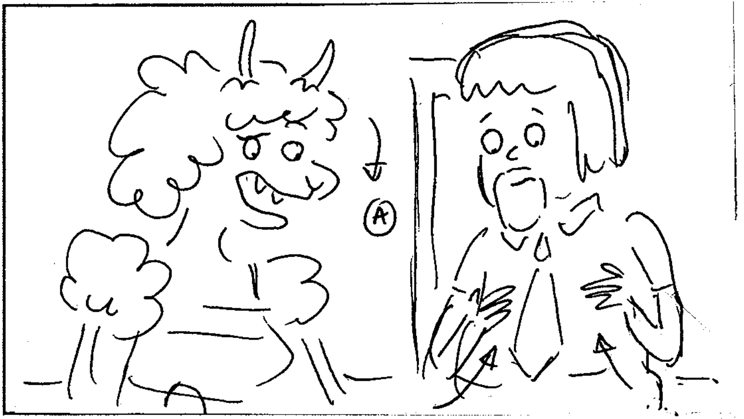
Page ..................

Sc. Pnl. day night



W- I KNEW YOU'D BE BACK.

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

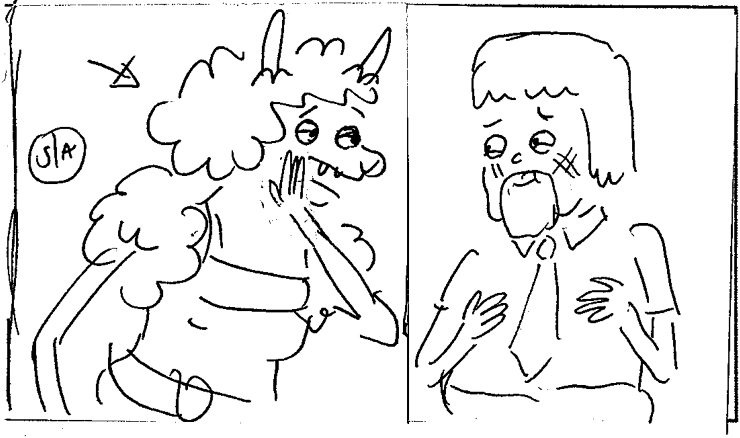
B-YOU LOOK AMAZING.

**Action:**

**Timing:**

Page

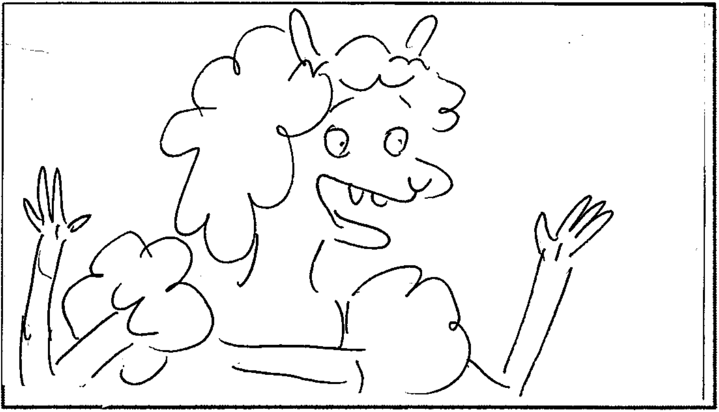
Sc. Pnl. Bg. day night



B- EATING DISORDER
AMAZING.

W - ⁝NERVOUS TEETER⁝

**Sc.** **Pnl.** **Bg.** day night



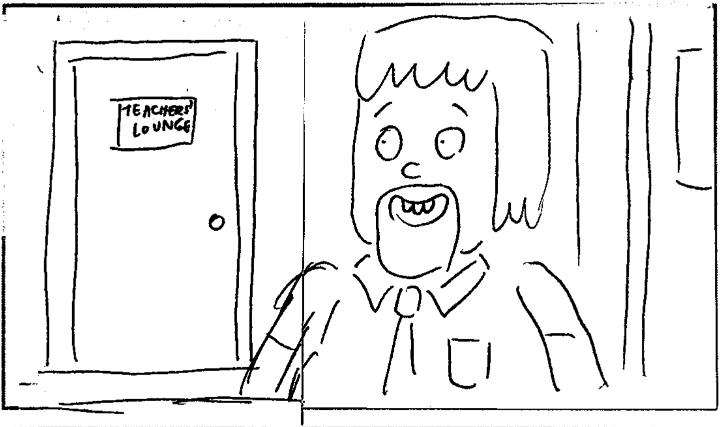
**Dialog:**

B- HOW'VE YOU BEEN??

**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night


TEACHERS'
LOUNGE

**Dialog:**

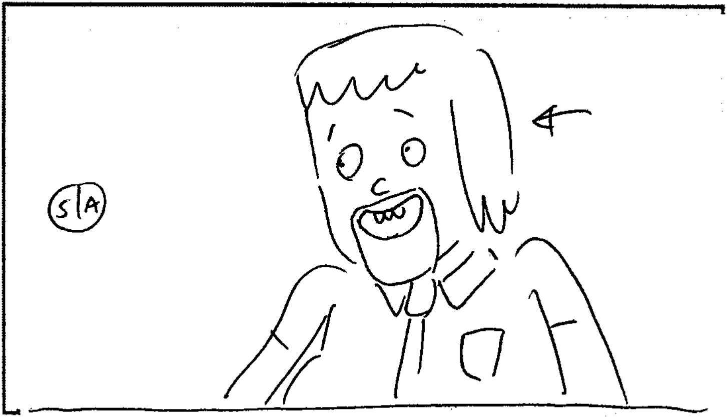
W- WELL!

**Action:**

**Timing:**

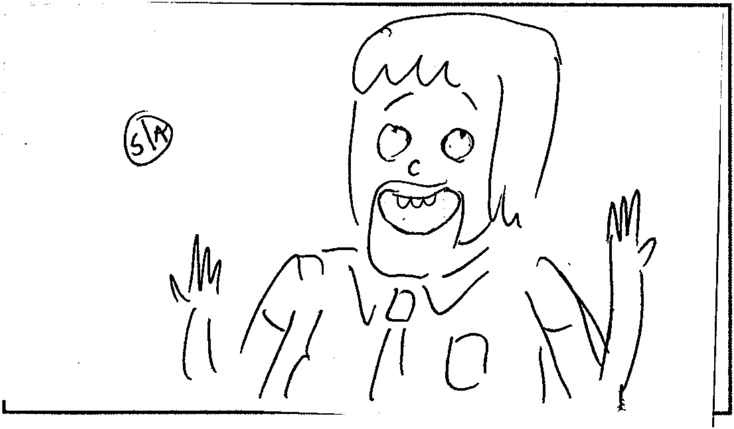
Page

**Sc.** **Pnl.** **Bg.** day night



W- VERY WELL!

**Sc.** **Pnl.** **Bg.** day night

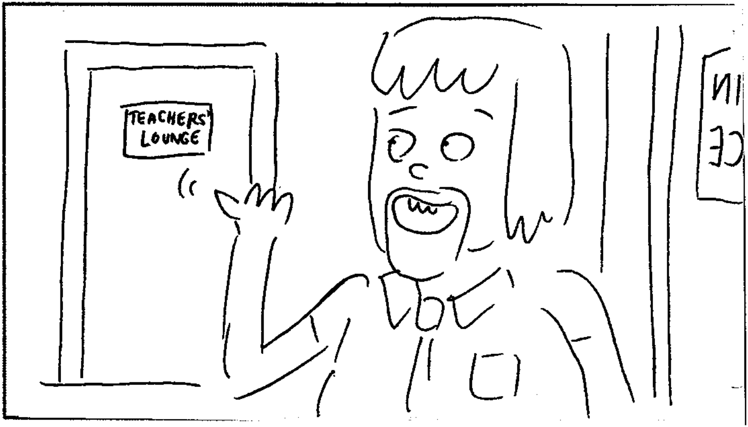


**Dialog:** W-ACTUALLY, SUPER
VERY WELL!

**Action:**

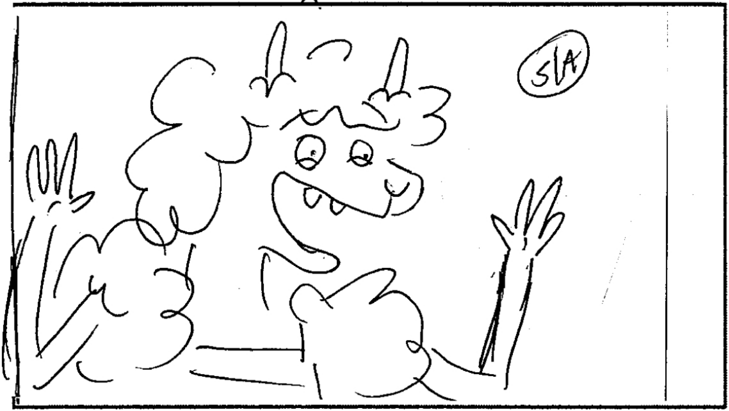
**Timing:**

**Sc.** **Pnl.** **Bg.** day night


TEACHERS' LOUNGE

W- I'M UP FOR CONSIDERATION FOR A KEY TO THE T~~Æ~~EACHERS' LOUNGE!

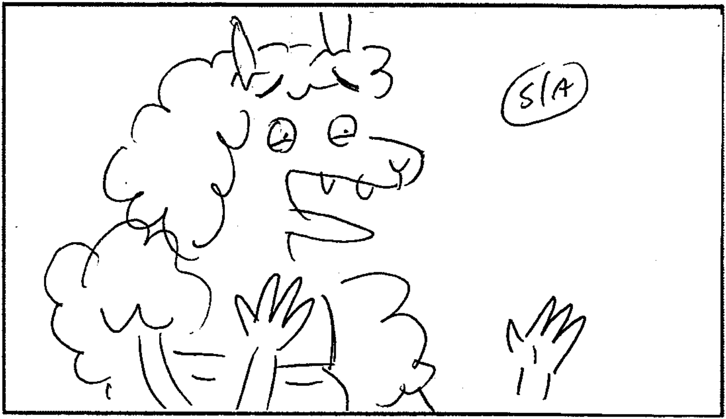
**Sc.** **Pnl.** **Bg.** day night



**Dialog:** B - WHAT?!

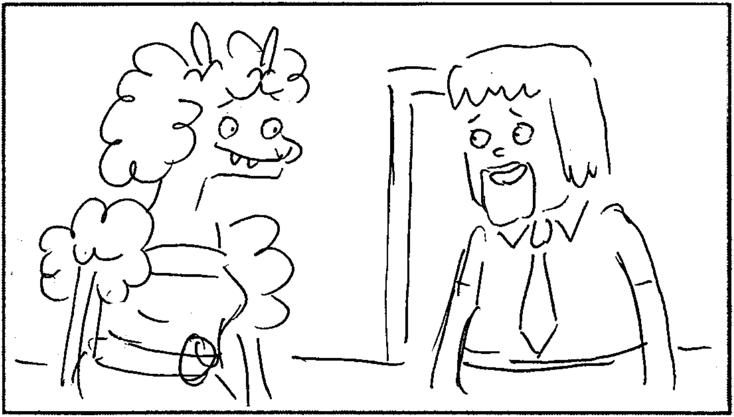
**Action:**

**Timing:**



B - THE TEACHERS' LOUNGE HAS BEEN ON YOUR VISIONBOARD FOR AS LONG AS I'VE KNOWN YOU!!

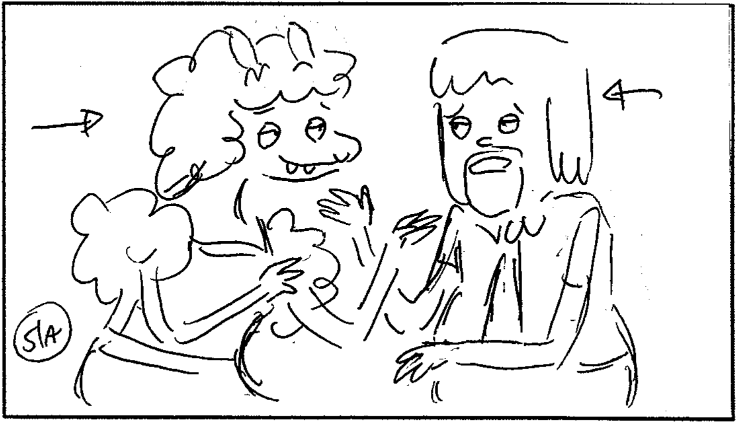
**Sc.** **Pnl.** **Bg.** day night



**Dialog:** W-I KNOW- HEH-

**Action:**

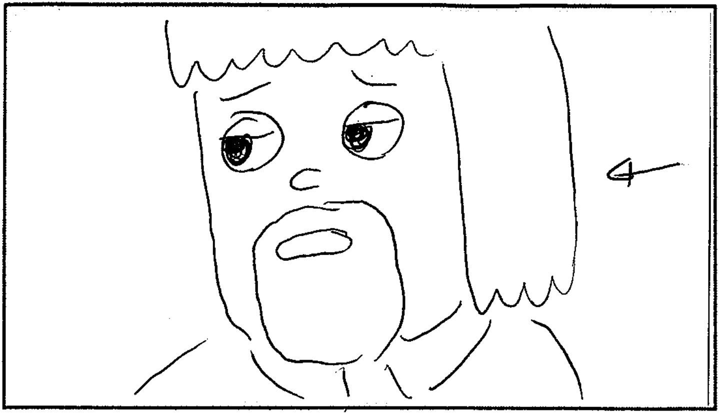
**Timing:**



W- I KNOW- I KNOW YOU ...

(they start heading towards each other for an embrace)

**Sc.** **Pnl.** **Bg.** day night



**Dialog:** W - SEXUAL BREATHING

**Action:**

**Timing:**

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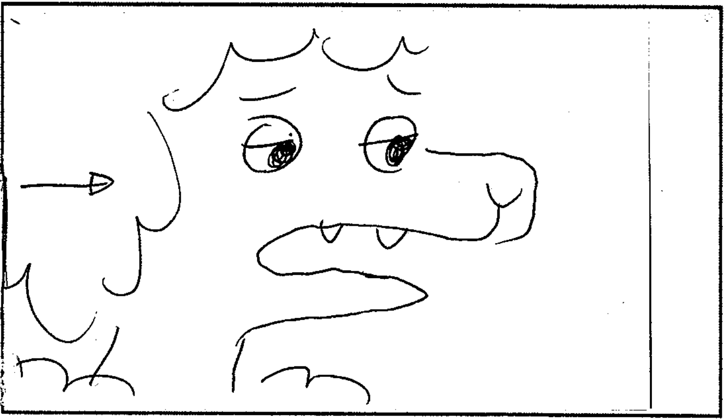
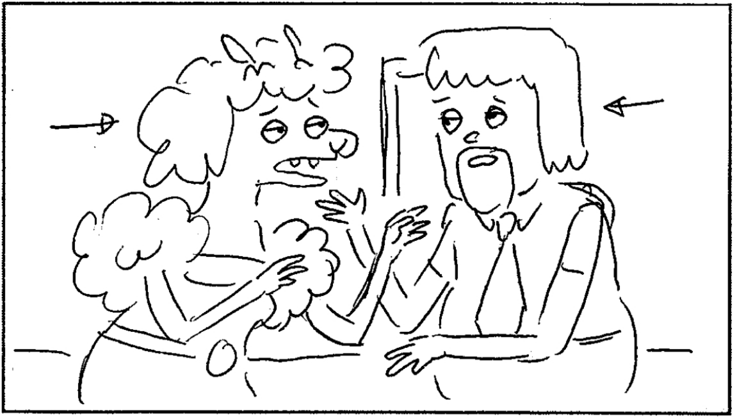


B – ≡WHIMPER≡

**Sc.** **Pnl.** **Bg.** day night

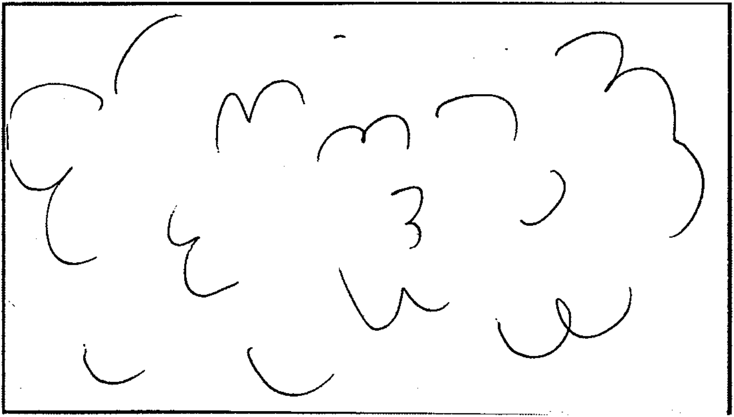


**Dialog:** W/B - ≡HNNNGH≡

**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



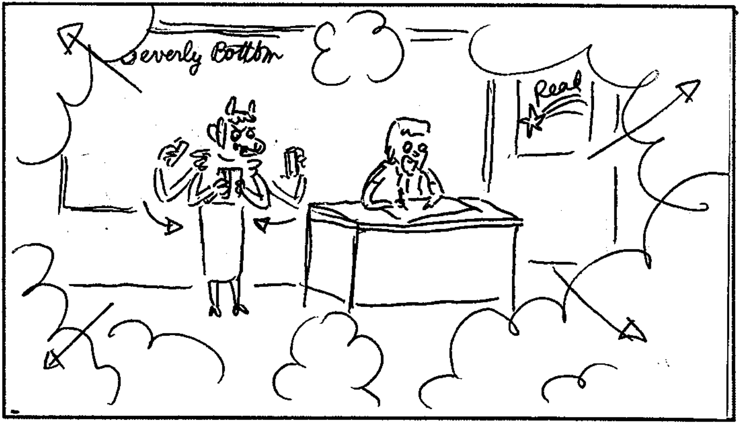
**Dialog:** WHAP WHAP WHAP

**Action:** (FLASHBACK: chalkdust cloud dissipates...)

**Timing:**

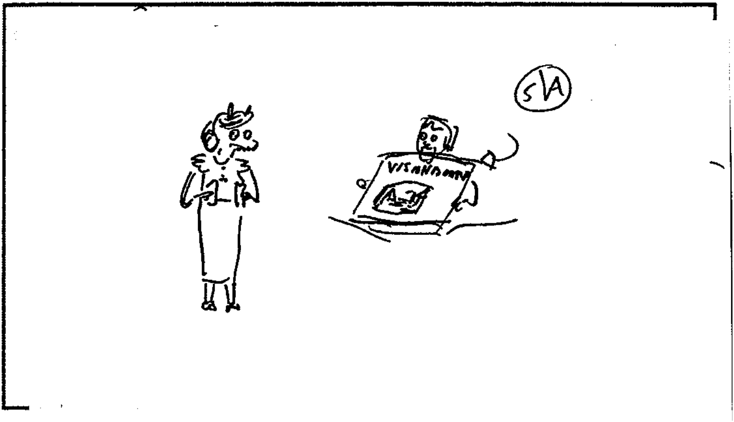
Page

**Sc.** **Pnl.** **Bg.** day night


Beverly Bottom
Real

(revealing uptight teacher Beverly beating erasers while Will glu-stiks something to a posterboard)

**Sc.** **Pnl.** **Bg.** day night



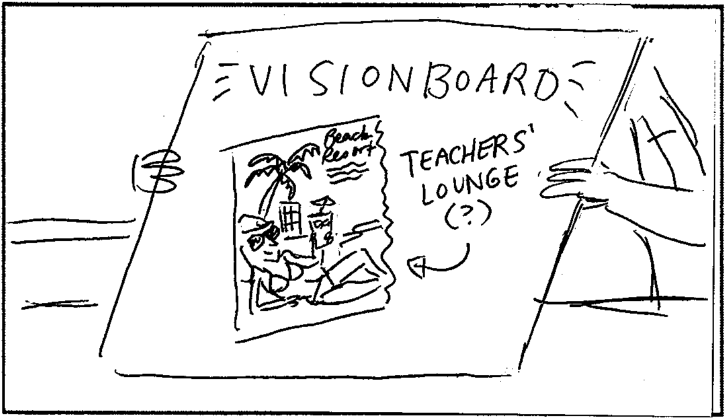
**Dialog:** W- CAN YOU THINK OF ANYTHING ELSE I SHOULD PUT ON HERE?

**Action:** (holds up posterboard)

**Timing:**

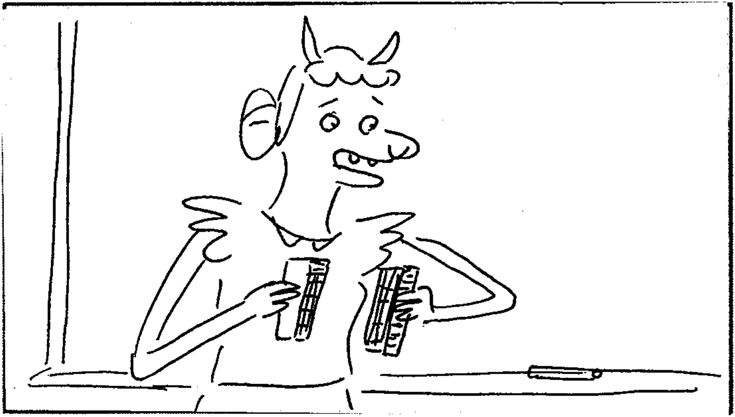
Page

**Sc.** **Pnl.** **Bg.** day night


VISIONBOARD
Beach Resort
TEACHERS' LOUNGE (?)

(only one thing so far — a resort ad labeled "TEACHERS' LOUNGE (?)")

**Sc.** **Pnl.** **Bg.** day night

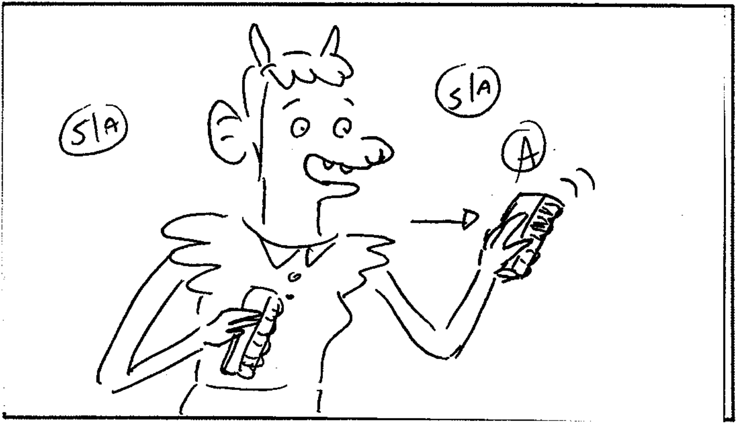


**Dialog:**

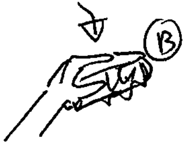
B – SEEMS LIKE YOU HAVE
A PRETTY GOOD IDEA OF
WHAT YOU WANT...

**Action:**

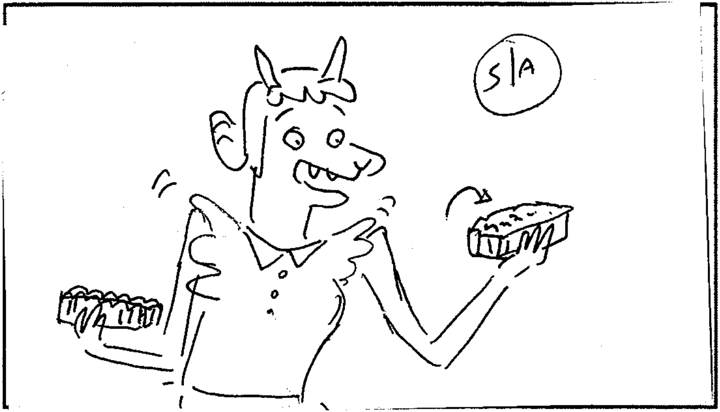
**Timing:**



B- BUT OH! OOH!



**Sc.** **Pnl.** **Bg.** day night

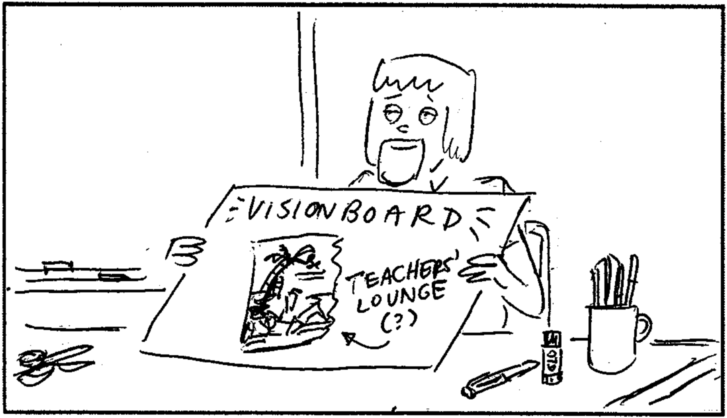


**Dialog:** B- A HOT PRETZEL STAND IN THE CAFETERIA WOULD BE NICE...?

**Action:**

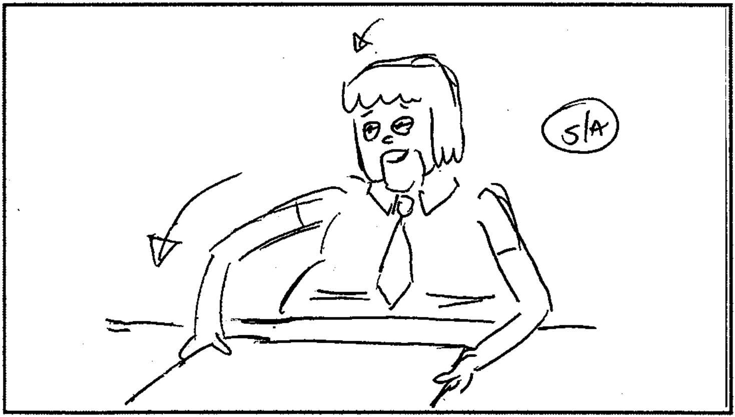
**Timing**

**Sc.** **Pnl.** **Bg.** day night


VISIONBOARD
TEACHERS' LOUNGE (?)

W- MM-HM.

**Sc.** **Pnl.** **Bg.** day night

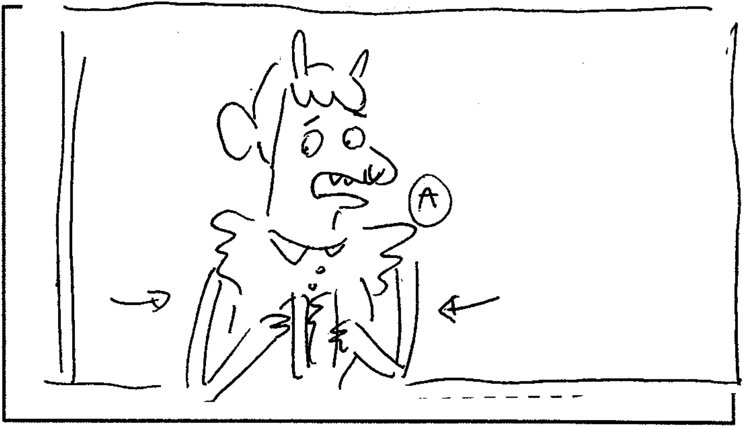


**Dialog:**

**Action:** (puts down visionboard)

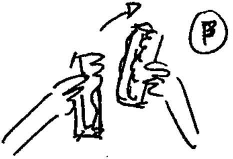
**Timing:**

Sc. Pnl D Page



B- YEAH, NO-

B- TOO DANGEROUS PROBABLY.



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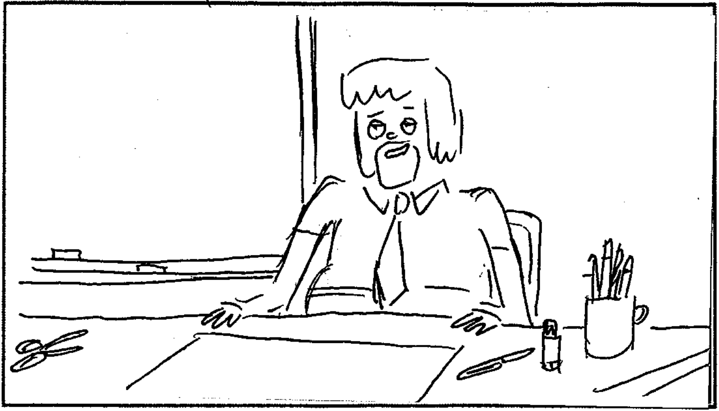
**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

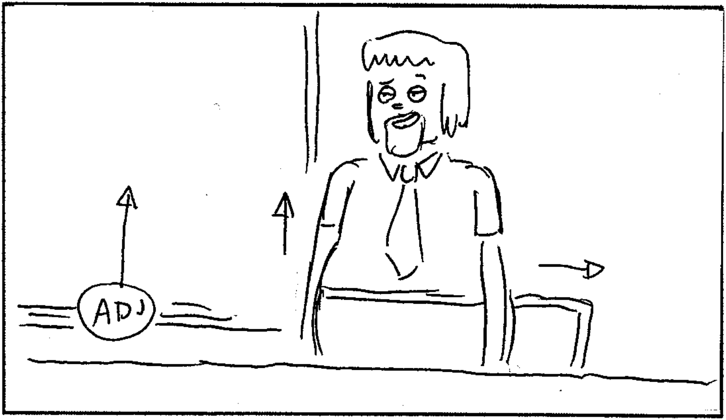
W- THAT'S RIGHT...

**Action:**

**Timing:**

Page

**Sc.** **Pnl.** **Bg.** day night

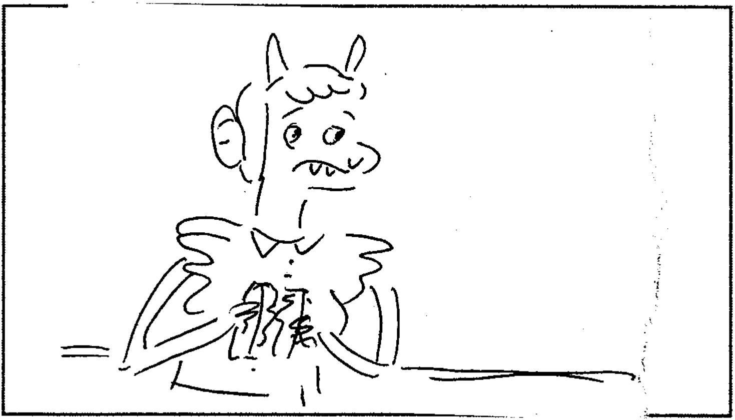


W- SOMEONE MIGHT GET...

(stands)

U

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

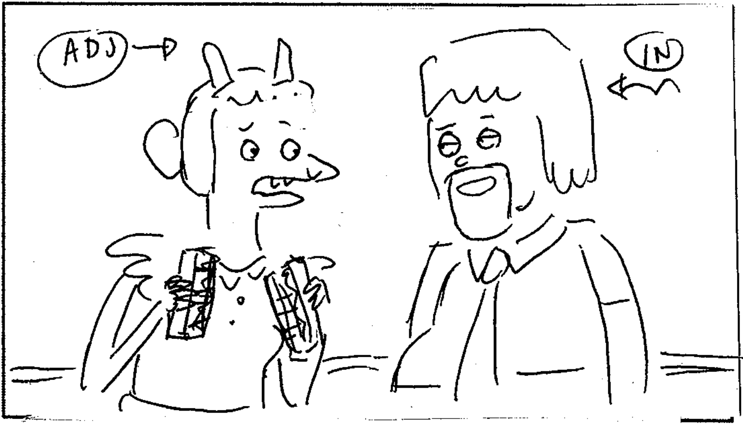
⁼WILL'S FOOTSTEPS⁼

**Action:**

**Timing:**

Page______

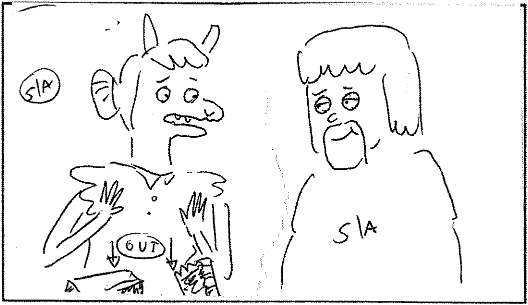
**Sc.** **Pnl.** **Bg.** day night



W - BURNED.

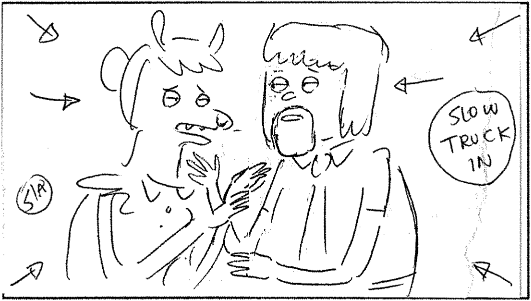
B - ⁼GASP!⁼

**Sc.** **Pnl.** **Bg.** day night



(drops erasers)

**Sc.** **Pnl.** **Bg.** day night


S/R
SLOW TRUCK IN

Dia

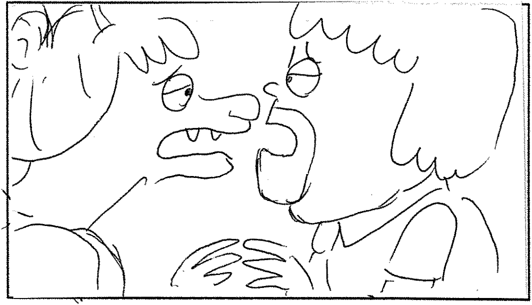
B/W - ;SEXUAL BREATHING;

Ac

(just about to embrace...)

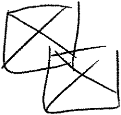
Tin

Sc. Pnl. Bg. day night



MICROWAVE BEEEEEEP

Sc. Pnl. Bg. day night



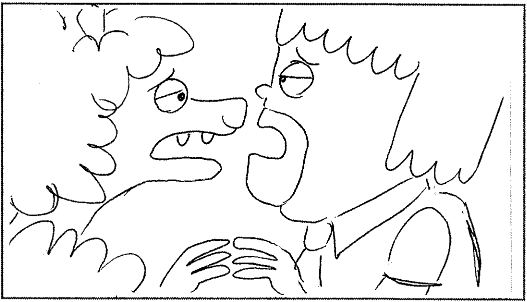
CROSS
DISSOLVE

Dialog:

← EEEEEEE →

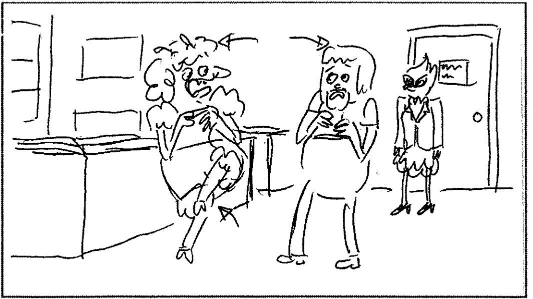
Action:

Timing:



EEEEP

Sc. Pnl. Bg. day night



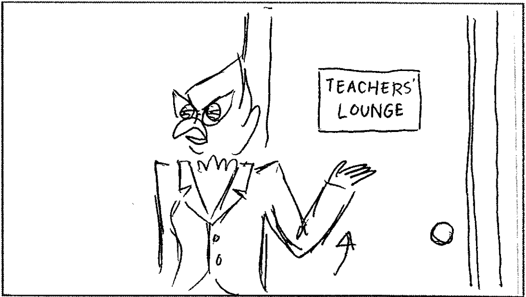
Dialog:

B/WS – ≡HUH??/WHA??≡

Action:

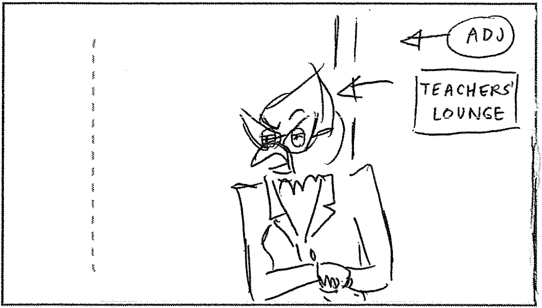
(getting re-oriented)

Timing:


TEACHERS' LOUNGE
4

VPC- THAT WOULD BE
MY BAKED POTATO.
≡BEEP≡

Sc. Pnl. Bg. day night


ADJ
TEACHERS' LOUNGE

Dialog:

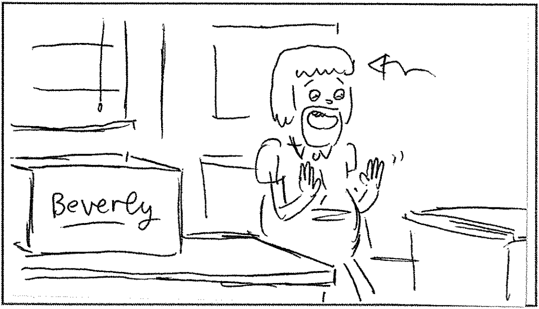
VPC- CAN I TRUST YOU TO RETURN BEVERLY'S THINGS TO HER IN A CHASTE MANNER?

Action:

Timing:

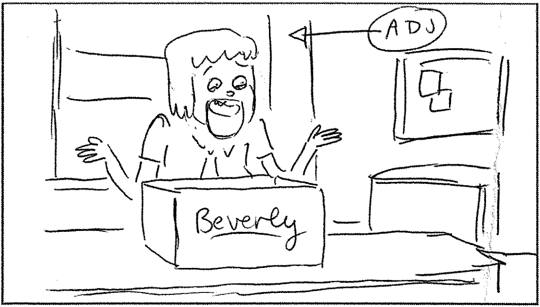
Page

Sc. Pnl. Bg. day night



WS- YES! OF COURSE! YES!

Sc. Pnl. Bg. day night


ADJ
Beverly

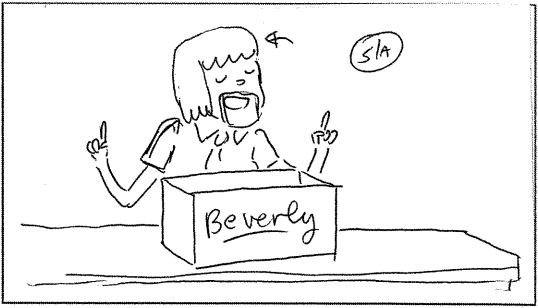
Dialog: WS - LIKE YOU ALWAYS SAY...

Action

Timing

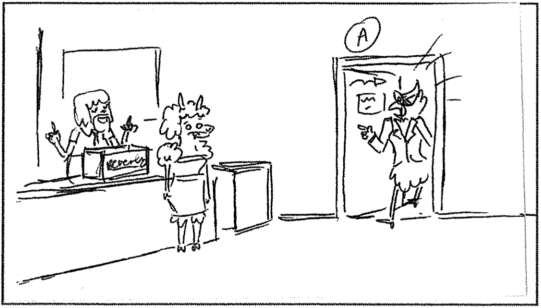
Page

Sc. Pnl. Bg. day night



W/VPC - "THE TEACHERS' LOUNGE IS FOR RESPECTABLE FACULTY ONLY."

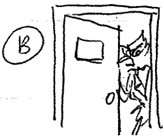
Sc. Pnl. Bg. day night



Dialog:

VPC- AND I MEAN IT.

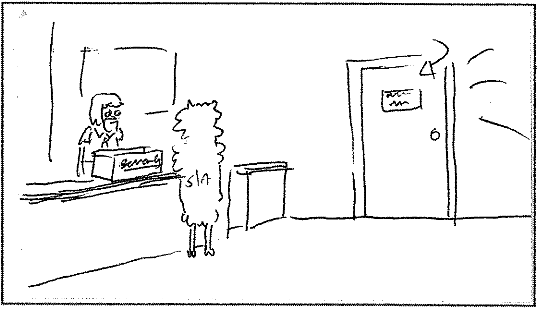
Action: (steps into room)



Timing:

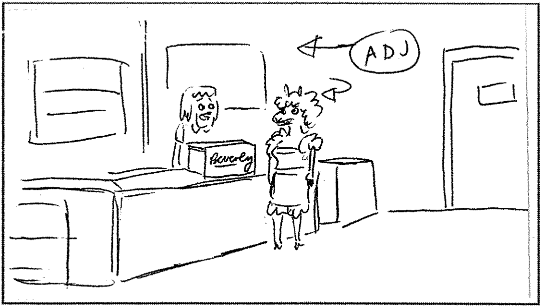
Page

Sc. Pnl. Bg. day night



⩵ DOOR SLAMS ⩵

Sc. Pnl. Bg. day night

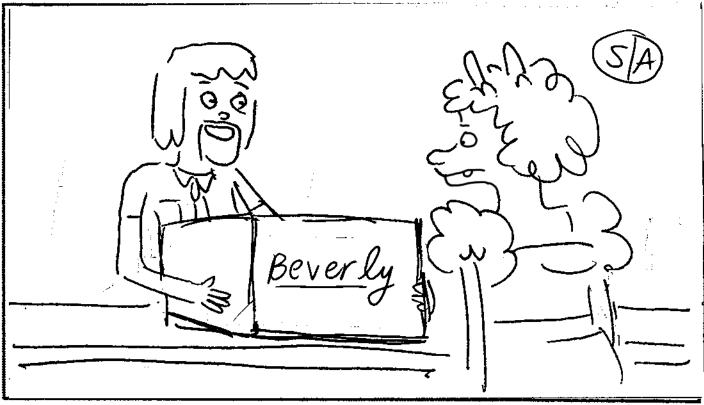

ADJ
Beverly

Dialog:

WS - ≡HEH≡

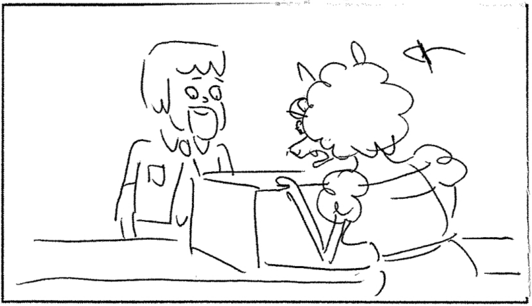
Action:

Timing:



W - SO THIS IS EVERYTHING!

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

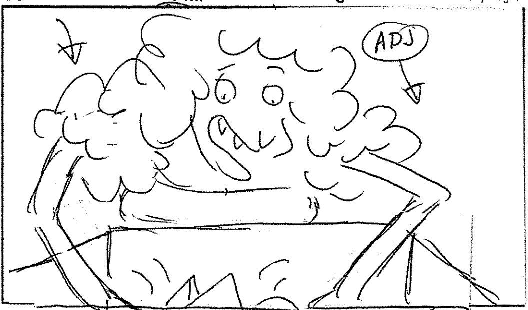
B-SO THIS IS EVERYTHING...

**Action:**

(she looks in)

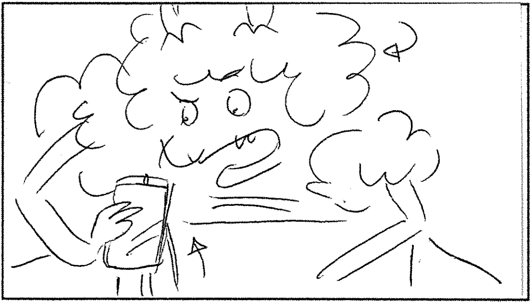
**Timing:**

Sc. Pnl. Bg. day night



B - PANTYHOSE,

**Sc.** **Pnl.** **Bg.** day night



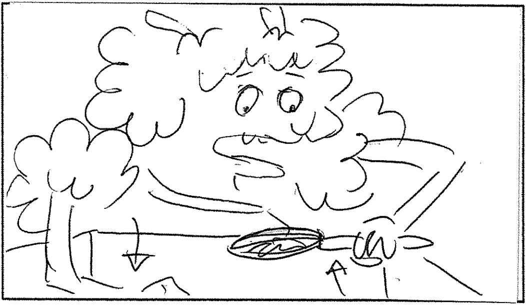
**Dialog:**

B- FACULTY ID CASE...

**Action:**

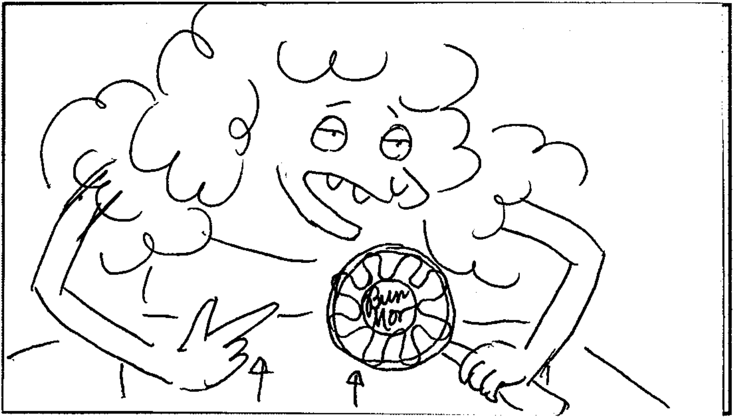
**Timing:**

Sc. Pnl. Bg. day night



B-A BUN-MOR BUN-TIGHTENING DEVICE...

**Sc.** **Pnl.** **Bg.** day night



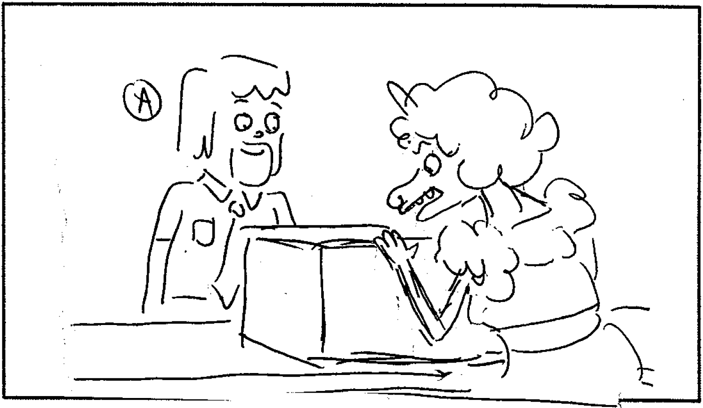
**Dialog:**

B- PLEASE.

**Action:**

**Timing:**

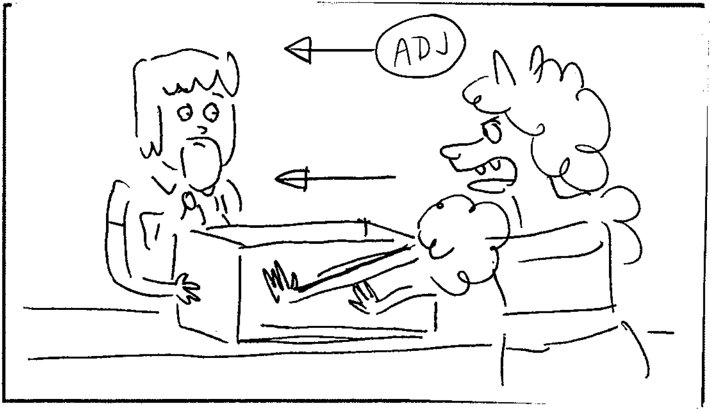
**Sc.** **Pnl.** **Bg.** day night



B- YOU KNOW WHAT?

Ⓑ

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

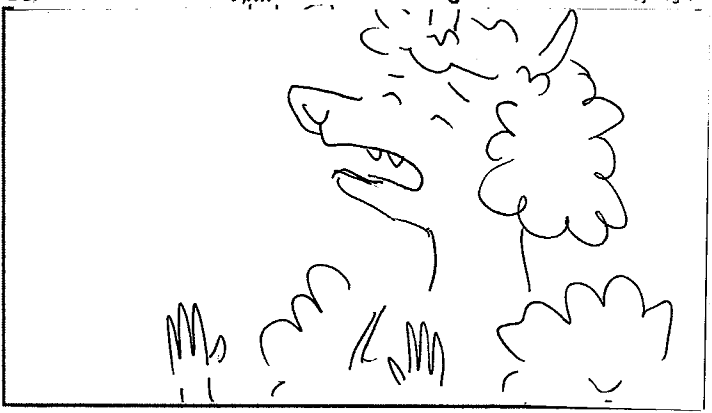
B - YOU CAN KEEP ALL OF THIS STUFF.

**Action:**

(pushes box back across counter)

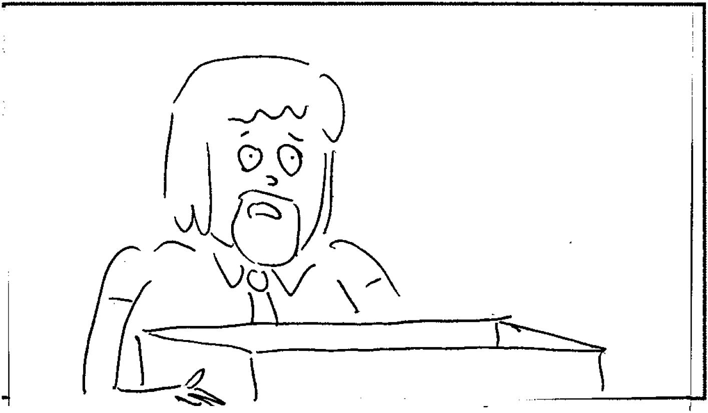
**Timing:**

Sc. Pnl. Bg. day night



B- IT BELONGS TO A DIFFERENT PERSON.

**Sc.** **Pnl.** **Bg.** day night

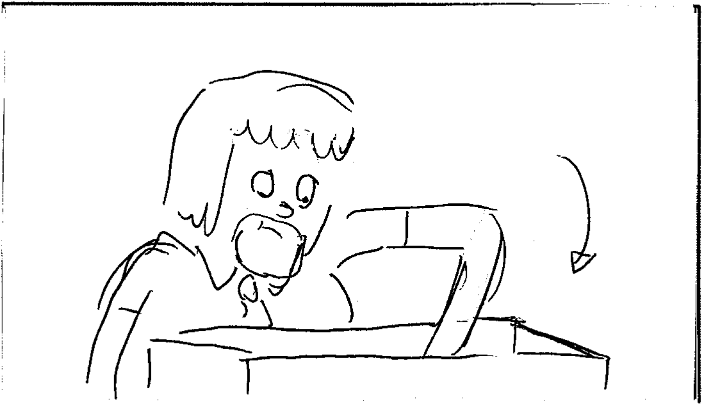


**Dialog:** W- BUT IT'S ALL LABELED WITH YOUR NAME AND PHONE NUMBER?

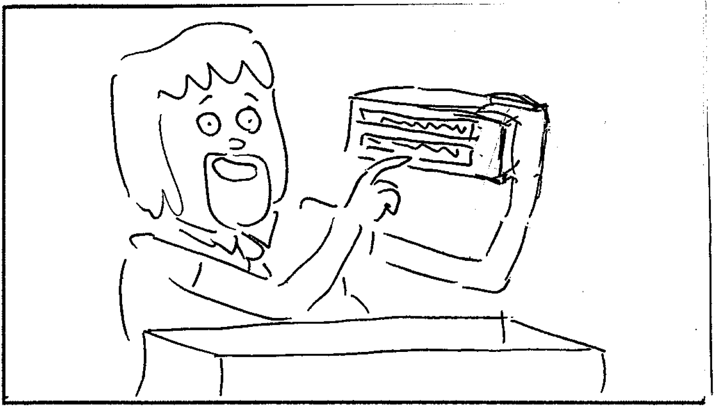
**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



**Sc.** **Pnl.** **Bg.** day night

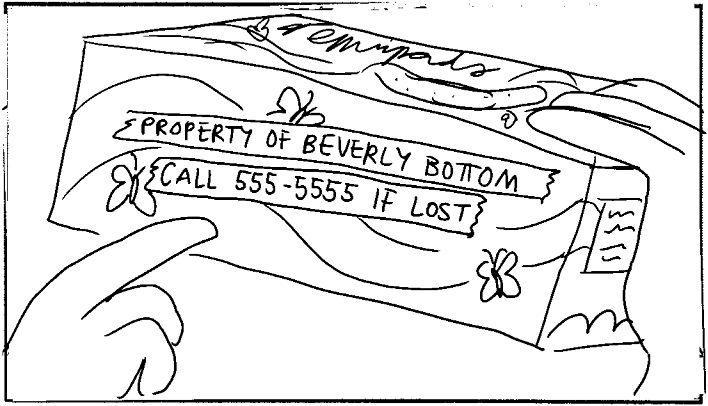


**Dialog:** W- SEE?

**Action:**

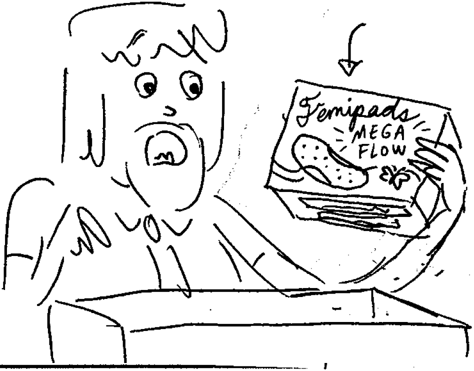
**Timing:**

Sc. Pnl. Bg. day night


PROPERTY OF BEVERLY BOTTOM
CALL 555-5555 IF LOST

W - "PROPERTY OF..."

**Sc.** **Pnl.** **Bg.** day night

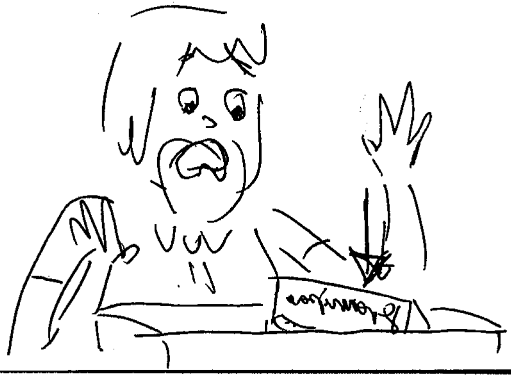

Femipads
MEGA
FLOW

**Dialog:** W- OH GOD!

**Action:**

**Timing:**

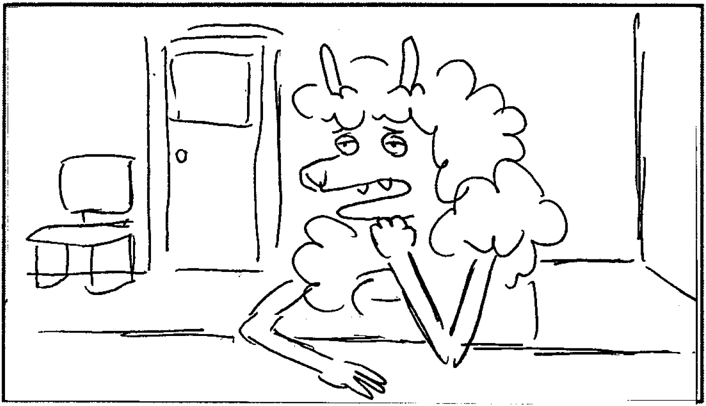
**Sc.** **Pnl.** **Bg.** day night



W- THESE ARE "FEMININE MAXIMUM PADLETTES," AREN'T THEY??!

(drops 'em)

**Sc.** **Pnl.** **Bg.** day night



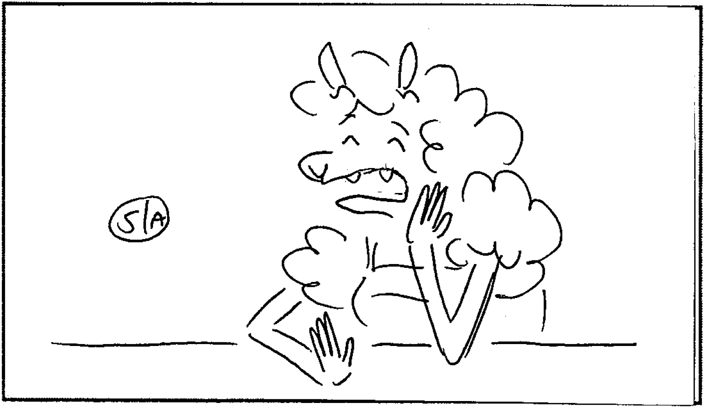
**Dialog:**

B-ARE THEY?

**Action:**

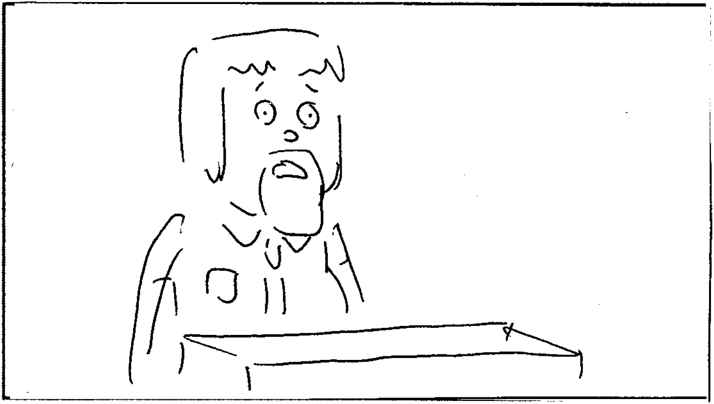
**Timing:**

Sc. Pnl. Bg. day night



B- I DON'T BELIEVE IN LABELS ANYMORE, SO I COULDN'T SAY.

**Sc.** **Pnl.** **Bg.** day night

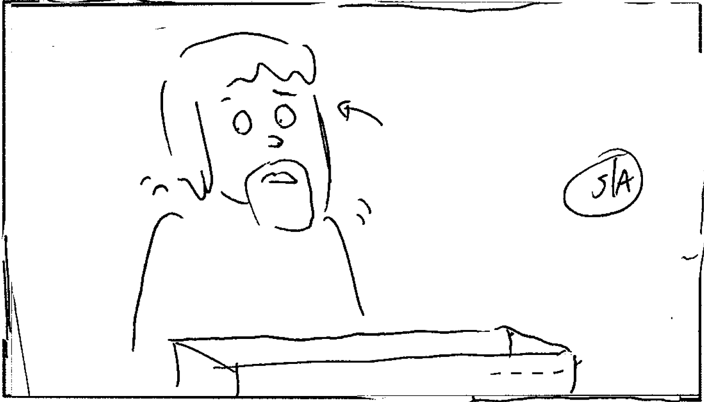


**Dialog:** W - OH... OK...

**Action:**

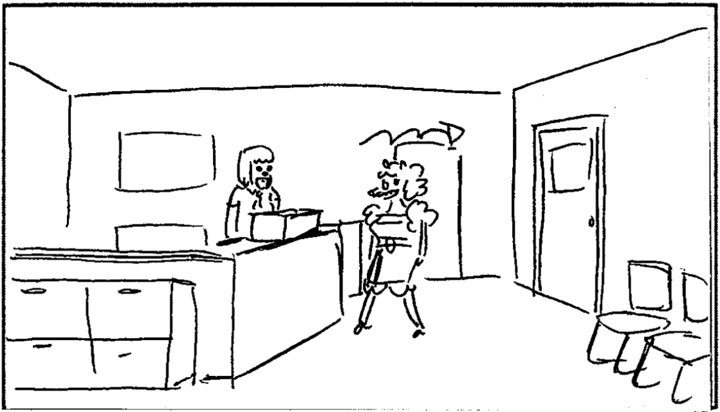
**Timing:**

**Sc.** **Bg.** day night



W- WELL...

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

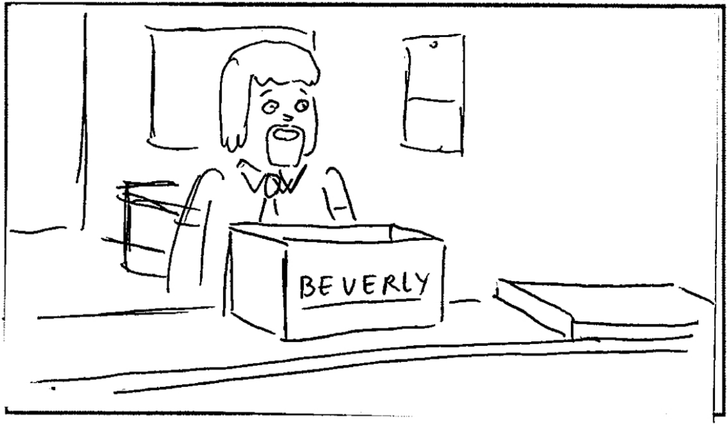
B - GIVE ME A CALL IF MY FACULTY ID TURNS UP.

**Action:**

(she starts to leave)

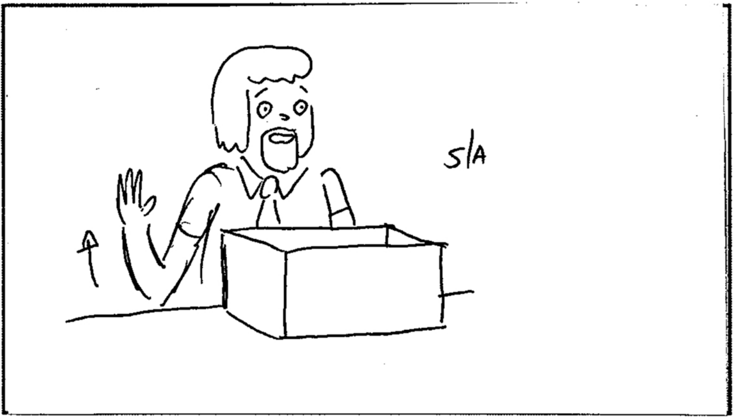
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



W- SURE THING.

**Sc.** **Pnl.** **Bg.** day night

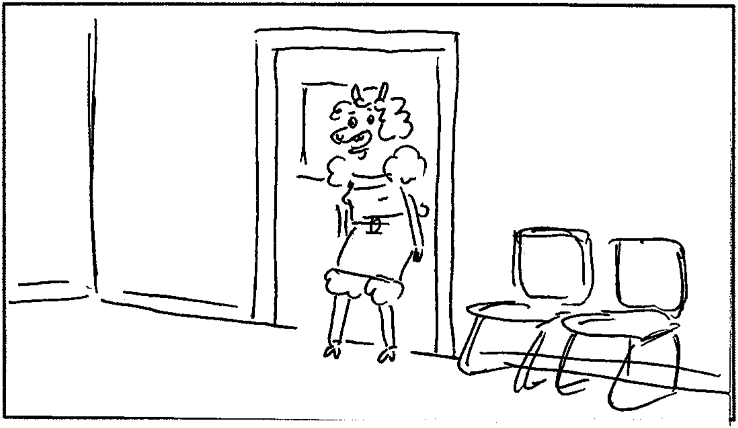


**Dialog:** W - BYE, BEVERLY.

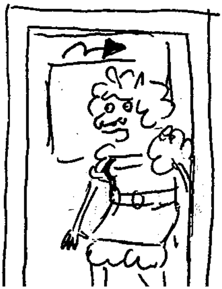
**Action:**

**Timing:**

Sc. Pnl. Bg. day night

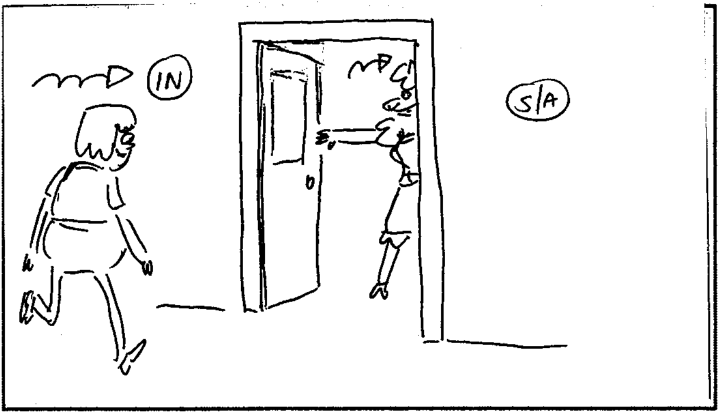


B - BYE.



Ⓑ
(backs out)

**Sc.** **Pnl.** **Bg.** day night

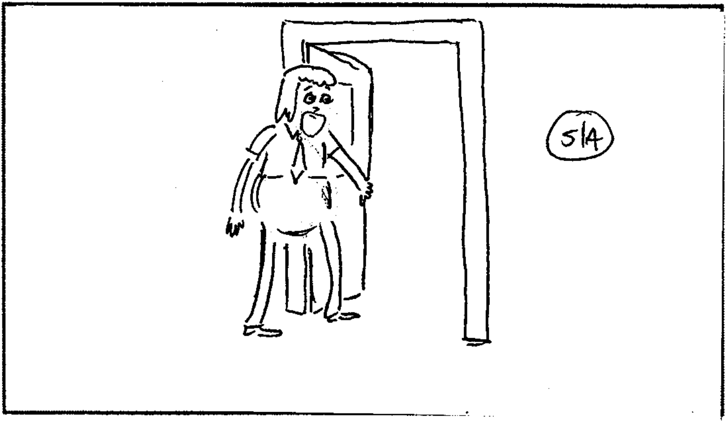


**Dialog:**

**Action:** (Will runs in)

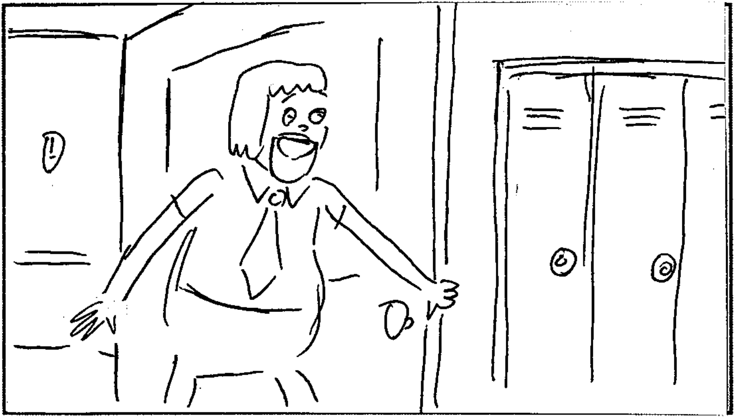
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



(Will holds door)

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

W- BYE.

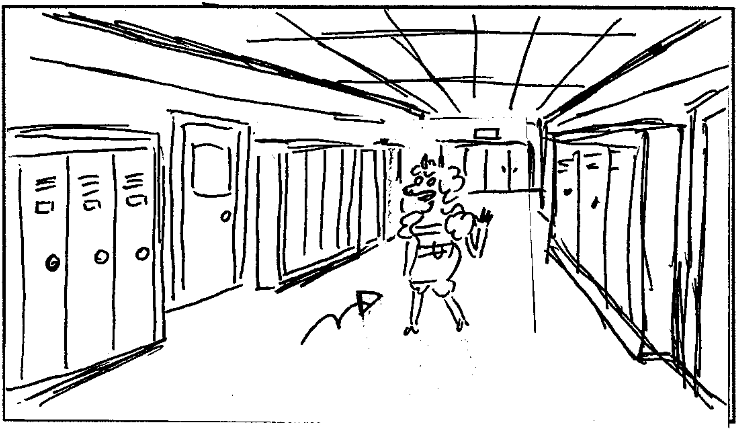
**Action:**

(he holds the door open after her)

**Timing:**

Page

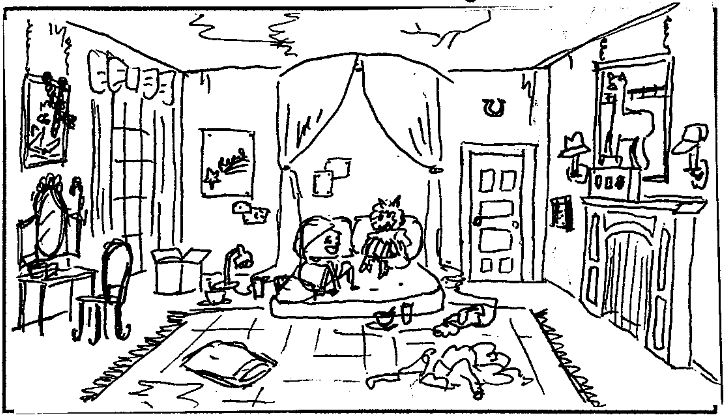
**Sc.** **Pnl.** **Bg.** day night



B- BYE.

(she's walking backwards down the hall)

**Sc.** **Pnl.** **Bg.** day night



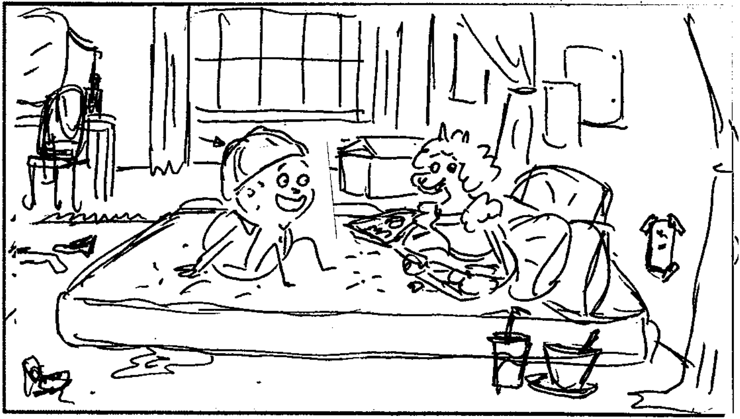
**Dialog:**

P - AND THEN WHAT'D
HE SAY?

**Action:** B - "BYE."

**Timing:**

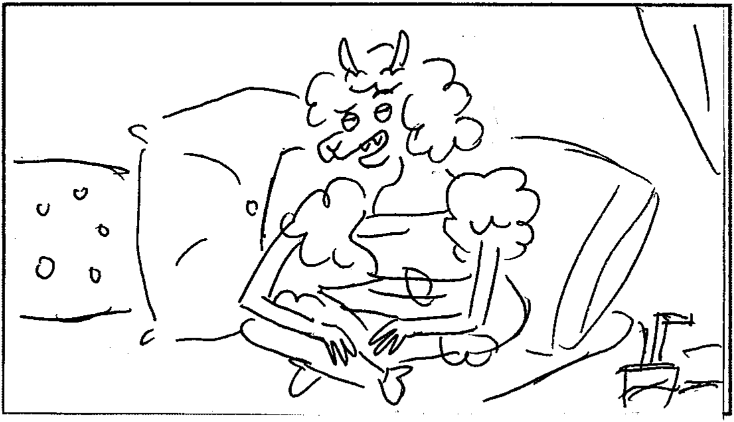
**Sc.** **Pnl.** **Bg.** day night



P- AND THEN WHAT DID YOU SAY?

u

**Sc.** **Pnl.** **Bg.** day night



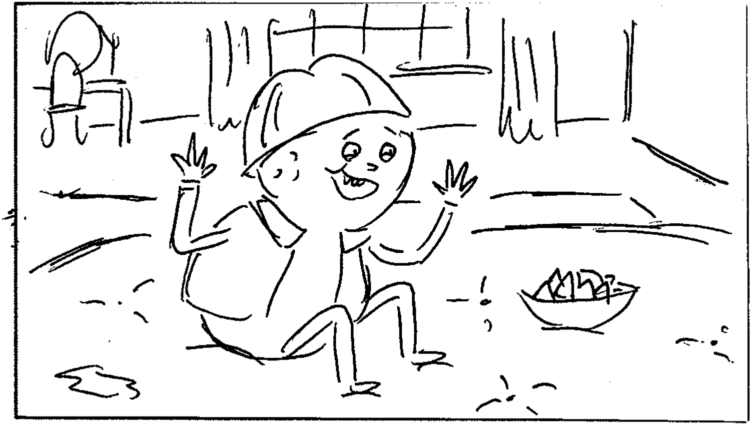
**Dialog:**

B- "BYE."

**Action:**

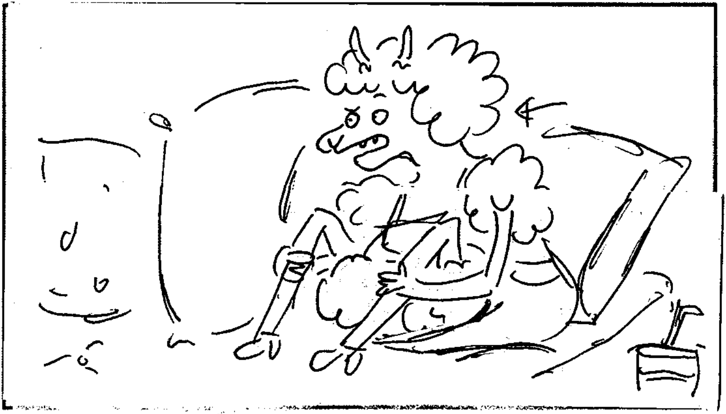
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P- AND THEN WHAT DID HE SAY?

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

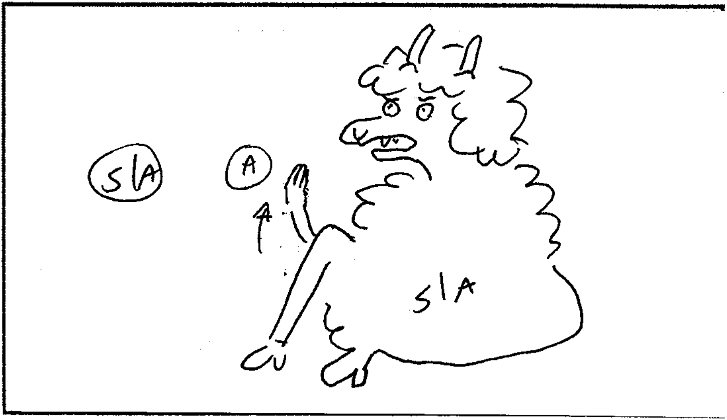
β- WELL... THEN HE SAID,

**Action:**

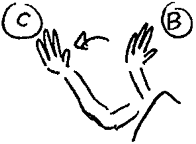
**Timing:**

Page

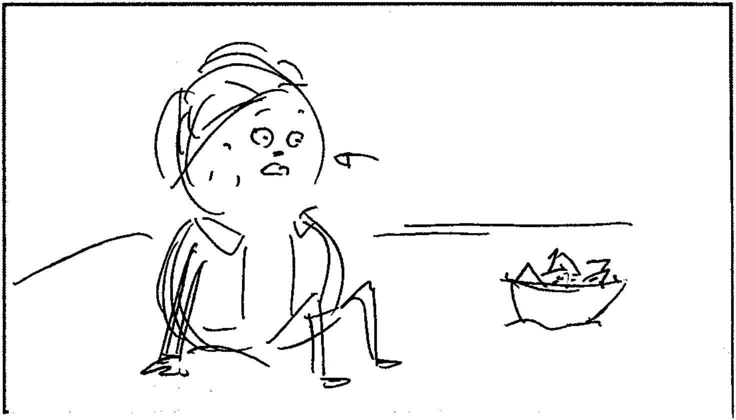
**Sc.** **Pnl.** **Bg.** day night



B- "THAT WHICH YOU SEEK IS BEYOND THE MIRROR."



**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

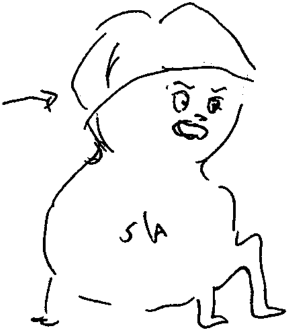
P- WHOA!

**Action:**

**Timing:**

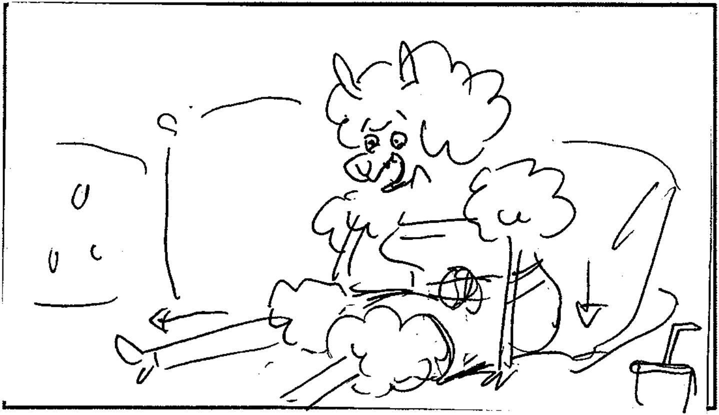
Page

**Sc.** **Pnl.** **Bg.** day night



P- WHAT DO YOU THINK HE MEANT BY THAT?

**Sc.** **Pnl.** **Bg.** day night



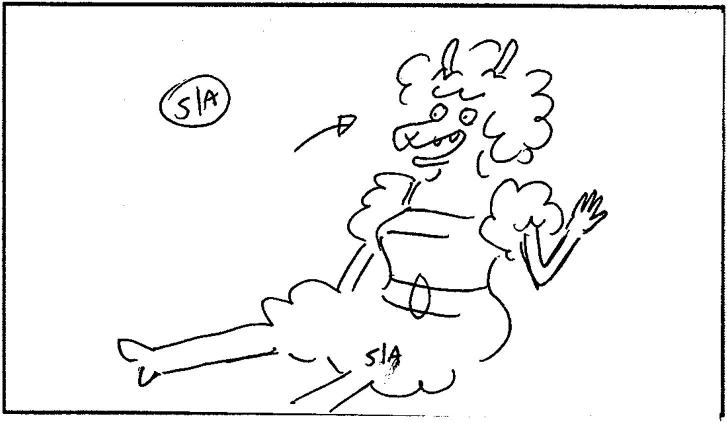
**Dialog:**

B- JUST KIDDING-

**Action:**

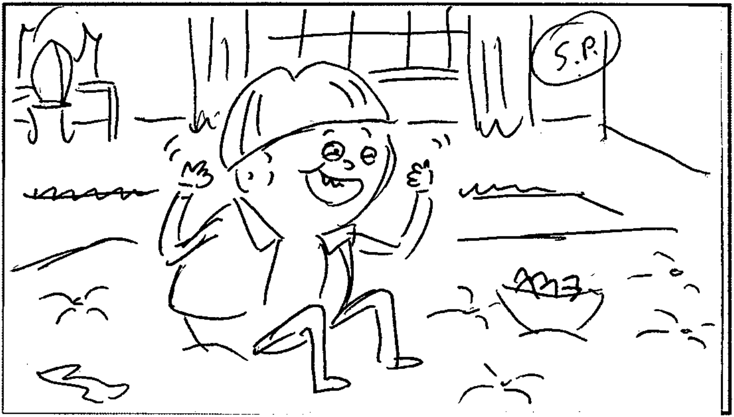
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B- HE SAID "BYE"!

**Sc.** **Pnl.** **Bg.** day night

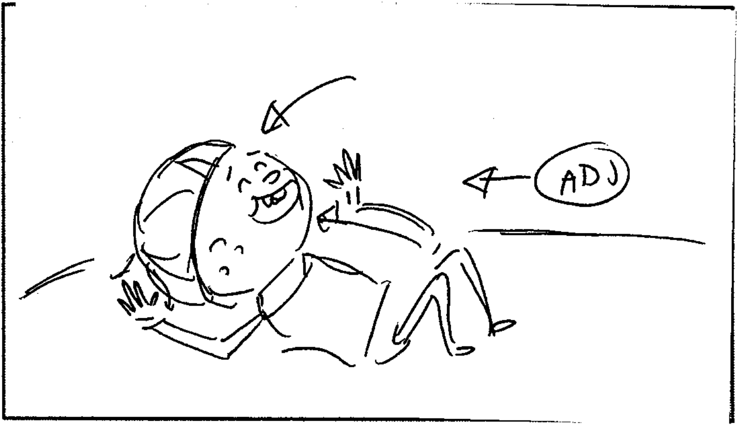


**Dialog:**

**Action:**

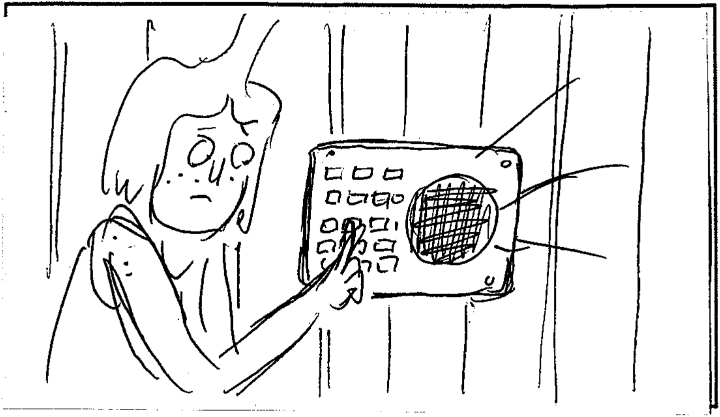
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P-AUGH!!

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

P-I KNEW IT!! (O/S)

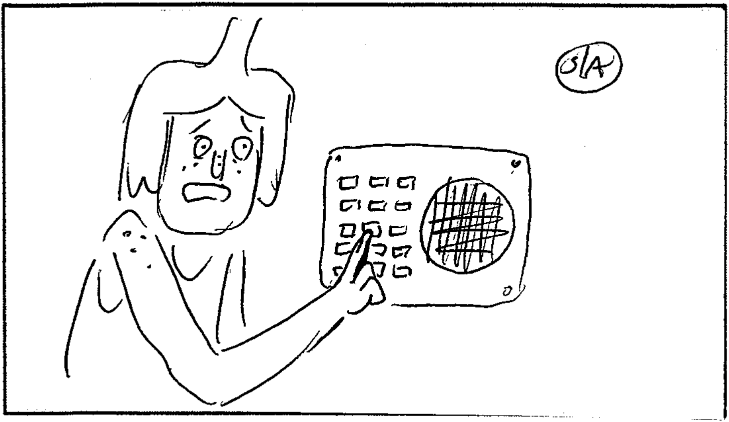
**Action:**

(CB is holding down intercom button so they can eavesdrop as they're setting up another room)

**Timing:**

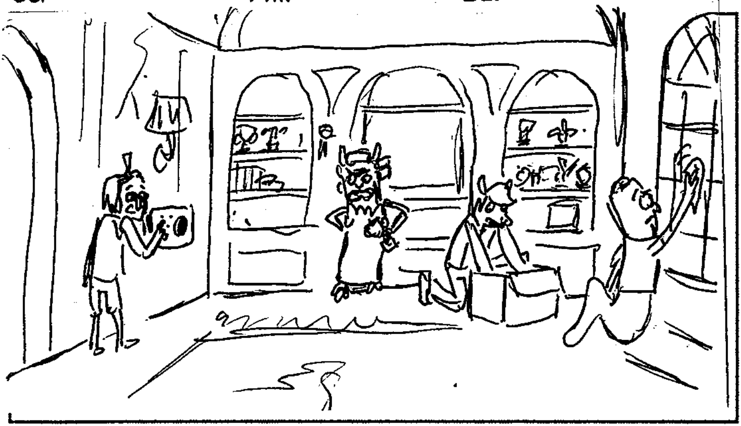
Page

Sc. Pnl. Bg. day night



CB - I FEEL KINDA WEIRD ABOUT THIS...

**Sc.** **Pnl.** **Bg.** day night

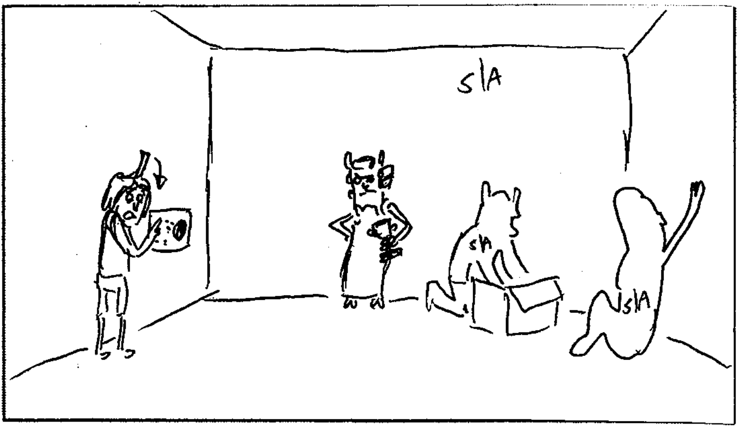


**Dialog:** D - WEIRD ENOUGH TO START PAYIN' RENT SOMEWHERE ELSE?

**Action:**

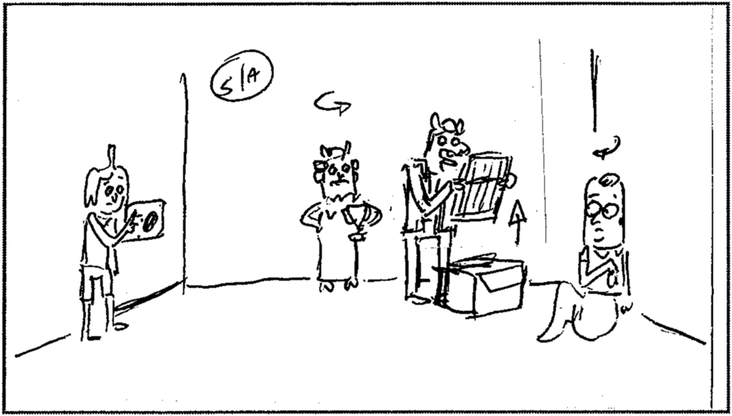
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



CB - NO.

**Sc.** **Pnl.** **Bg.** day night

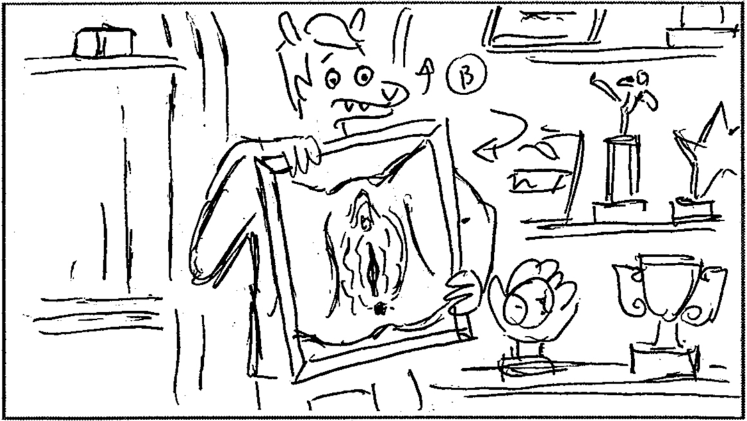


**Dialog:** S- I FEEL KINDA WEIRD ABOUT

**Action:** (picks up a framed picture from box)

**Timing:**

Sc. Pnl. Bg. day night



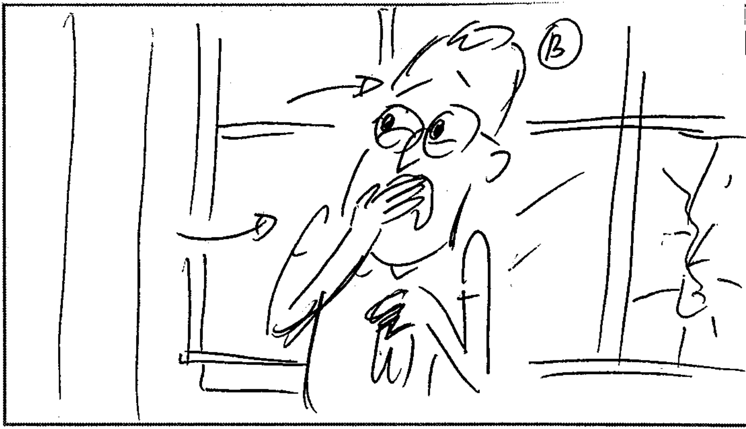
Dialog: S-THIS.

Action: (holds up a framed photo of a full-frontal V)

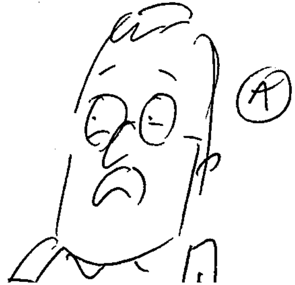
Timing:

Page

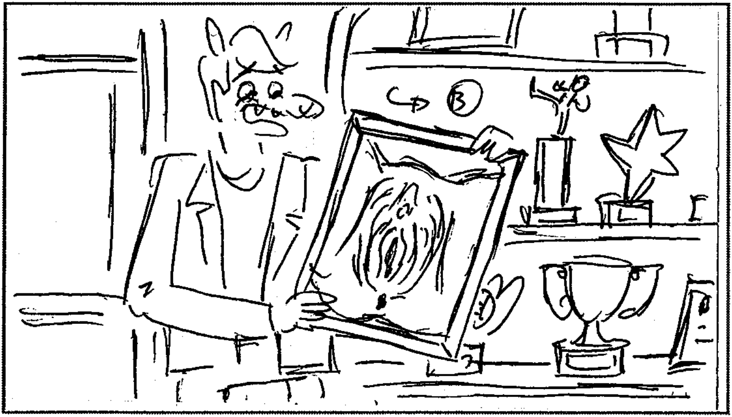
Sc. Pnl. Bg. day night



G- OH GOOD LORD!



**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

S- IT LOOKS LIKE...

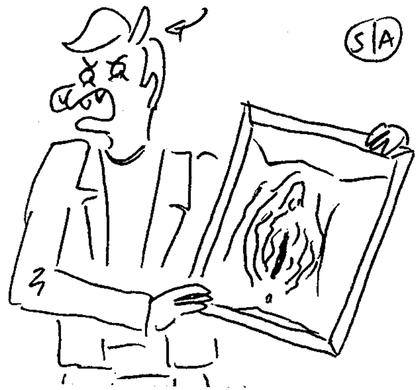
**Action:**

**Timing:**

Page

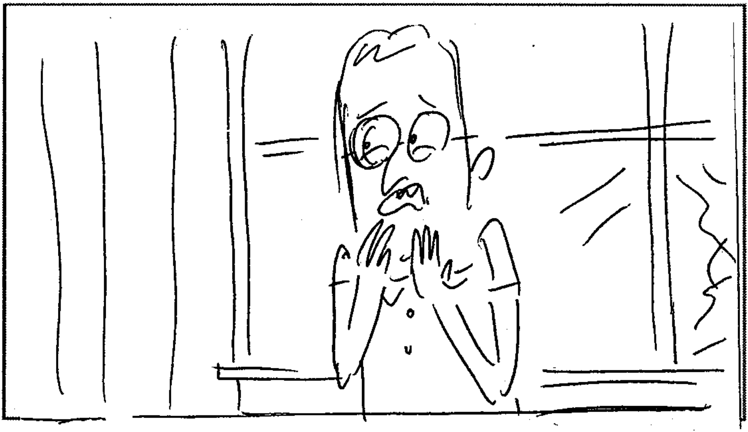
Sc. Pnl. Bg.

day night



S- SCRAMBLED EGGS!

**Sc.** **Pnl.** **Bg.** day night



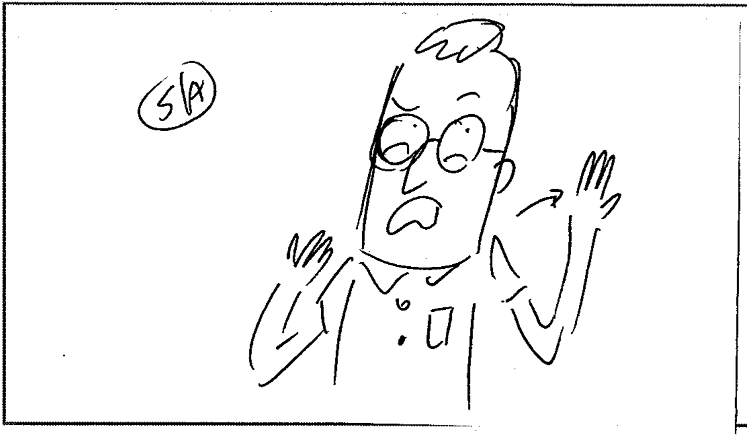
**Dialog:** G- DOESN'T IT??

**Action:**

**Timing:**

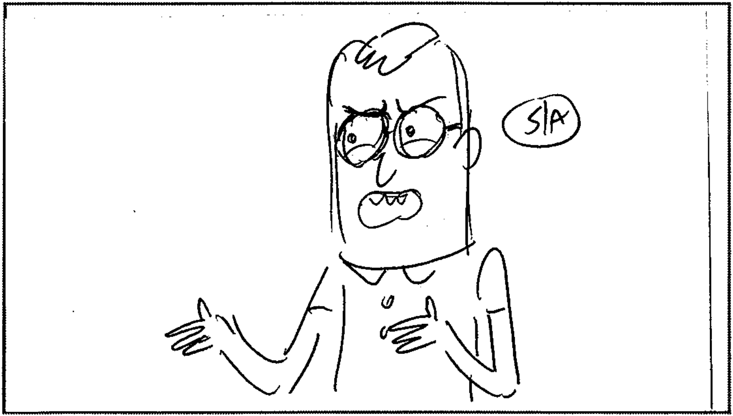
Page

Sc. Pnl. Bg. day night



G- I USED TO SAY THAT TO MY EX-WIFE ALL THE TIME AND SHE'D JUST CRY.

**Sc.** **Pnl.** **Bg.** day night



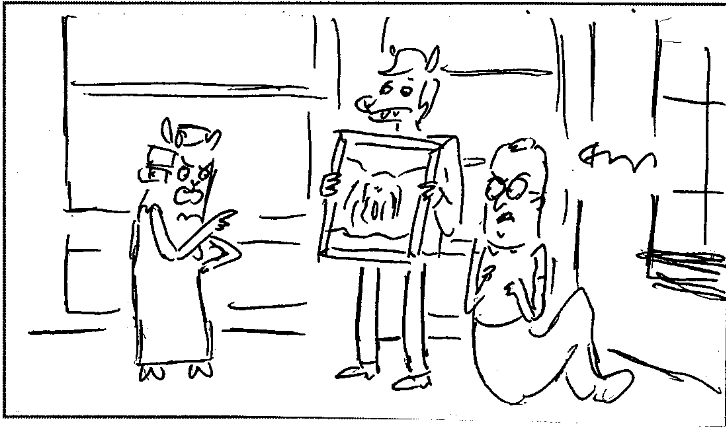
**Dialog:** 6- BUT FACTS ARE FACTS!

**Action:**

**Timing:**

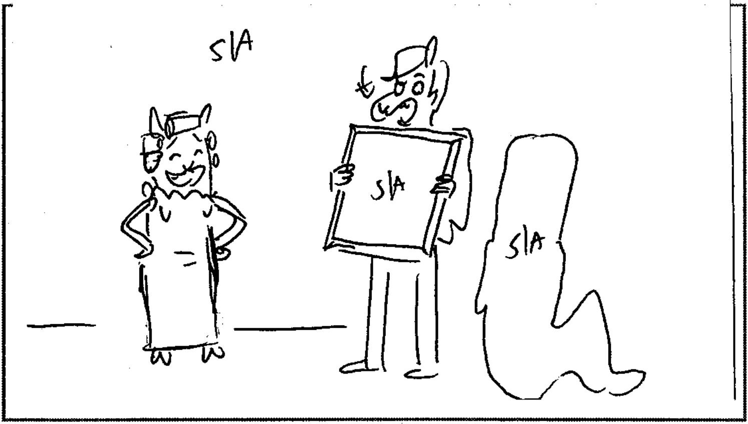
Page

Sc. Pnl. Bg. day nigh



D- THAT'S WHERE LIFE BEGINS, SO PAY YOUR RESPECTS, BOYS!

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

S - IS THIS YOURS??

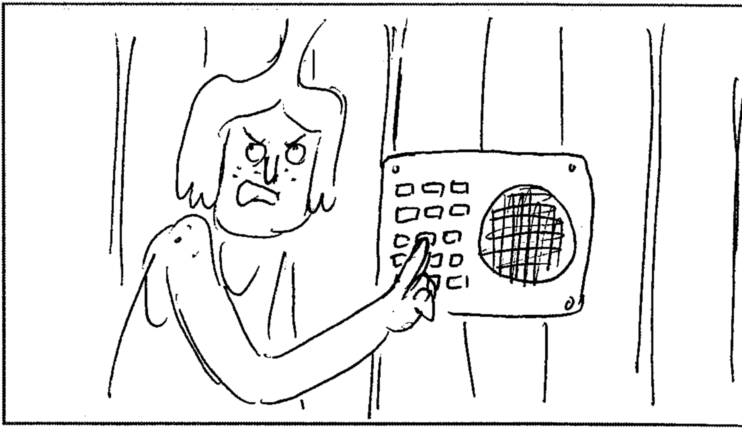
D - YE -

**Action:**

**Timing:**

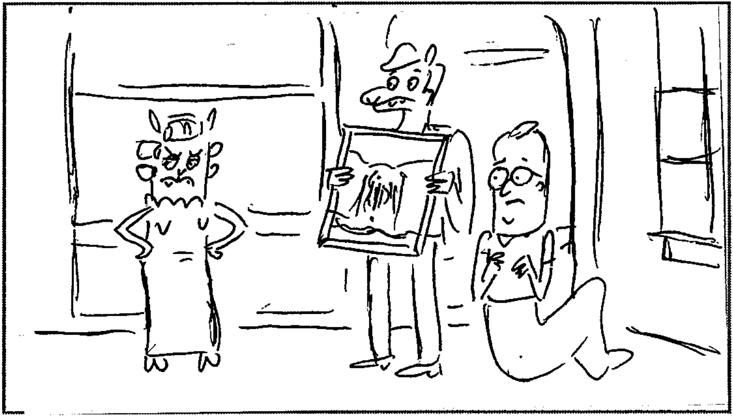
Page

**Sc.** **Pnl.** **Bg.** day night



CB - SHE WISHES.

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

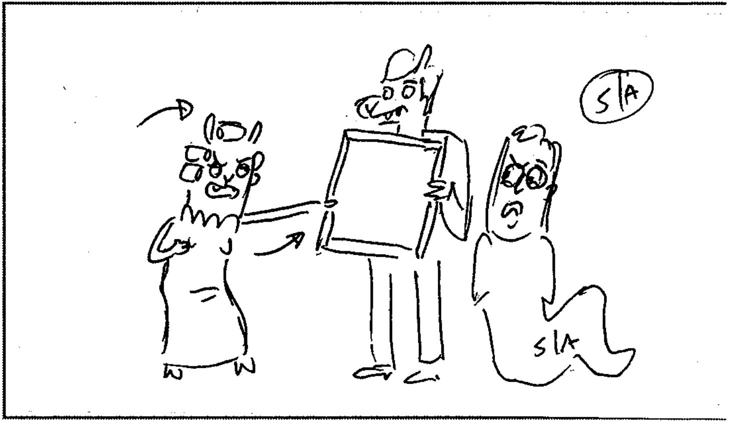
**Action:** (D gives him stinkeye)

**Timing:**

Page

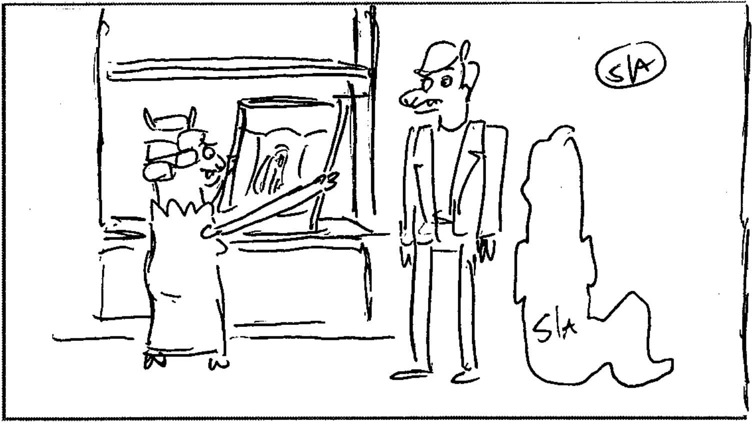
Sc. Pnl. Bg.

day night



D- FINE! I FOUND IT IN MY GYNO'S DUMPSTER!

**Sc.** **Pnl.** **Bg.** day night



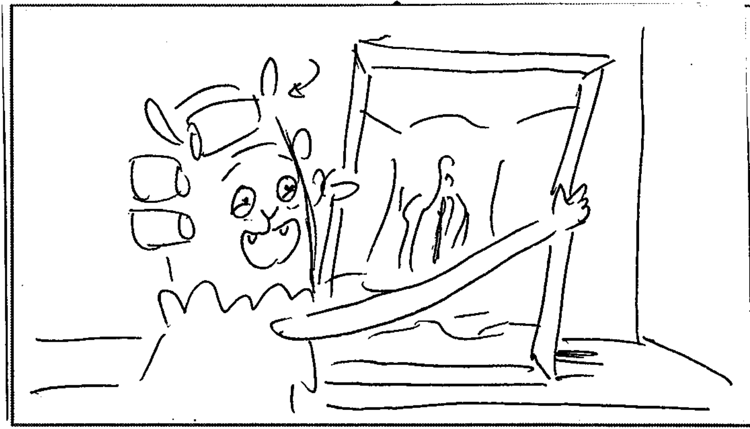
**Dialog:**

**Action:** (D hangs it)

**Timing:**

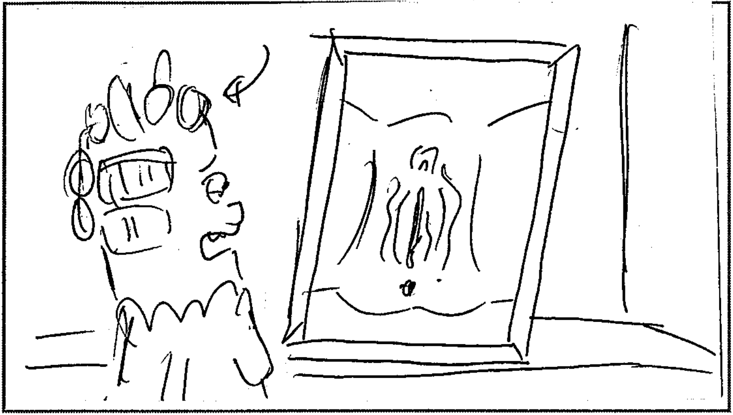
Page

Sc. Pnl. Bg. day night



D- IF YOU LOOK CLOSELY, YOU'LL SEE THAT THIS IS THE VAGINA OF A CADAVER!

Sc. Pnl. Bg. day night



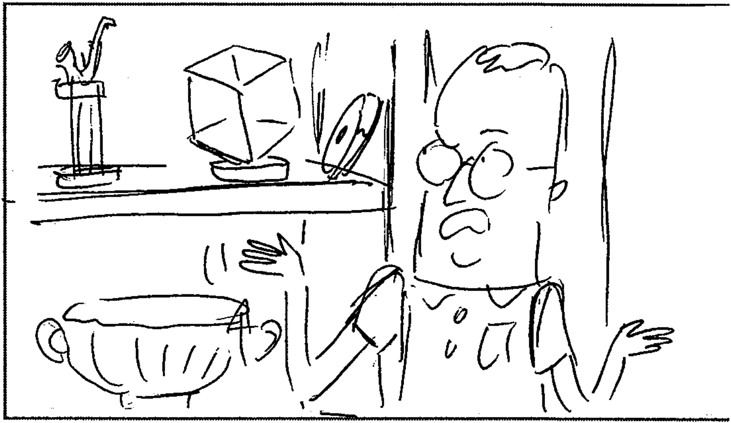
Dialog: D - THE ULTIMATE TROPHY AND YET WE HIDE IT AWAY IN OUR UNDERWEARS...

Action:

Timing:

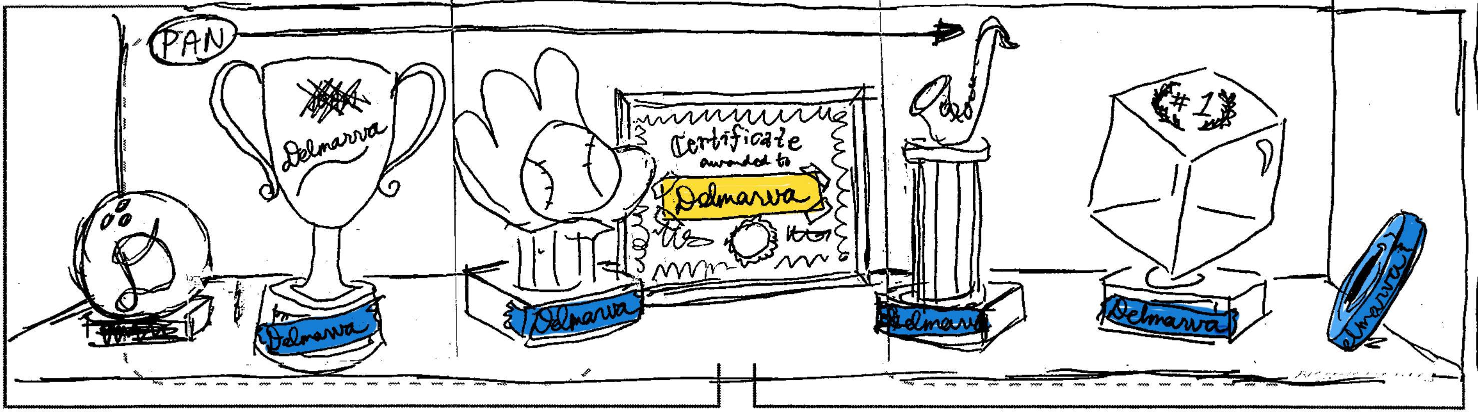
Page ..................

Sc. Pnl. Bg. day night



G- IS ANY OF THIS ACTUALLY YOURS?

Sc.

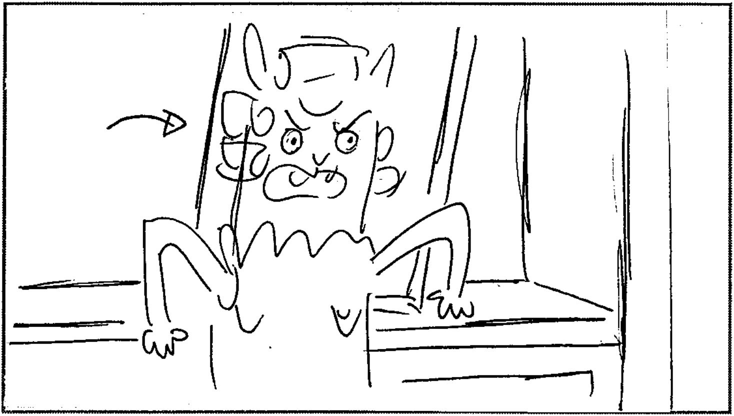

PAN
Delmarva
Delmarva
Certificate
awarded to
Delmarva
Delmarva
Delmarva
#1
Delmarva
Delmarva

Dialog:

Action: (pan of trophies w/ D's name overwritten on all of them)

Timing:

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

D- OH, COME OFF IT, GORDON!

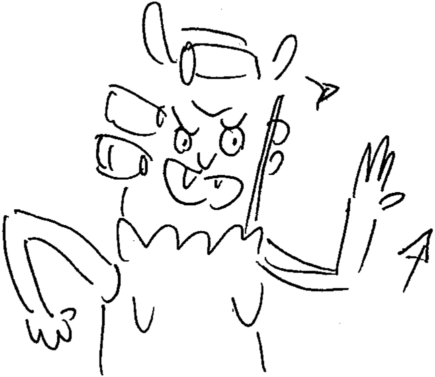
**Action:**

**Timing:**

Page

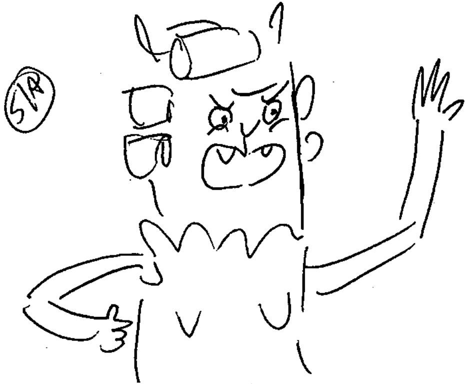
Sc. Pnl. Bg. day nigh

5A



D-I'M REWRITING HERSTORY!

**Sc.** **Pnl.** **Bg.** day night



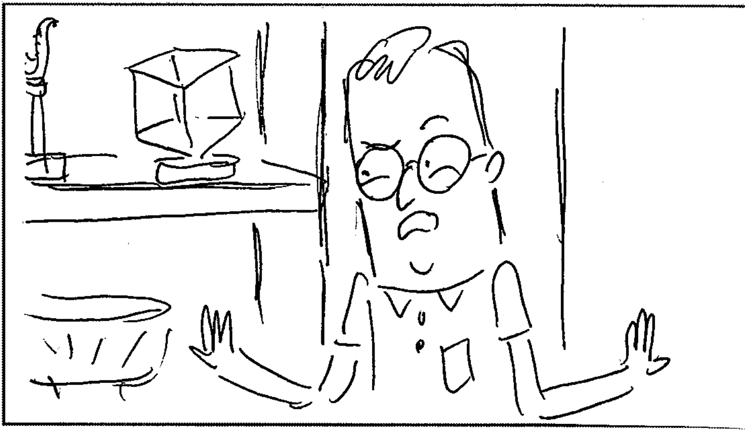
**Dialog:** D- IT'S CALLED FEMINISM, LOOK IT UP!!

**Action:**

**Timing:**

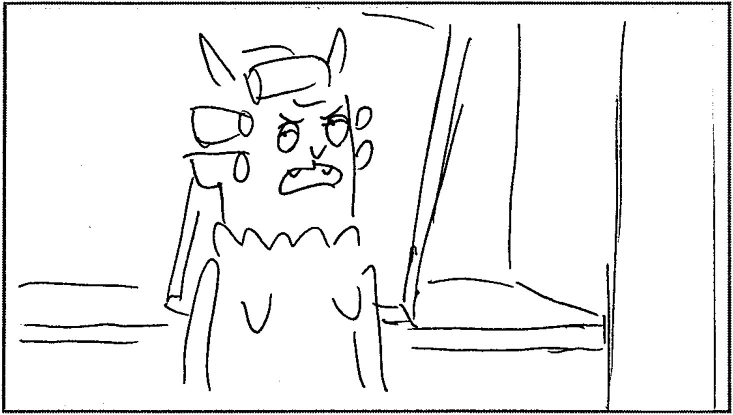
Page

Sc. Pnl. Bg. day night



6- ISN'T IT ACTUALLY *MORE* FEMINIST IF YOU ACCOMPLISH SOMETHING YOURSELF?

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

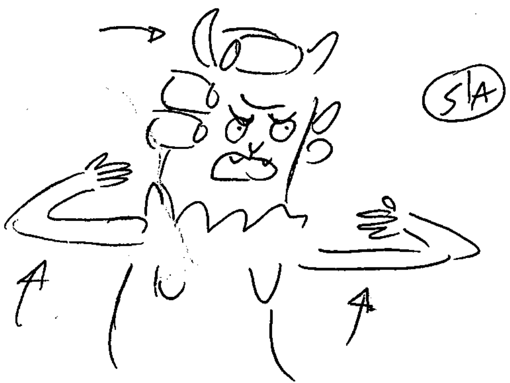
D-PLEASE!!

**Action:**

**Timing:**

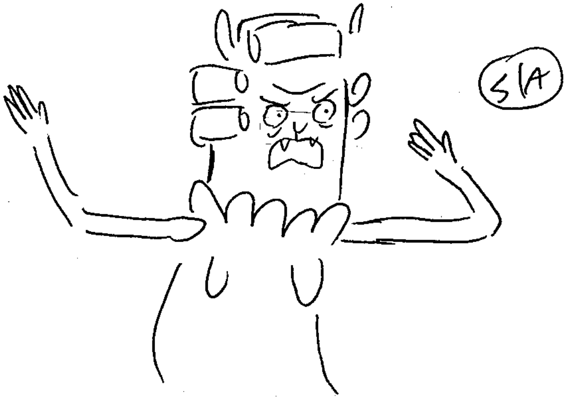
Page

Sc. Pnl. Bg. day night



D- YOU KNOW OLD WOMEN CAN'T DO ANYTHING!

**Sc.** **Pnl.** **Bg.** day night



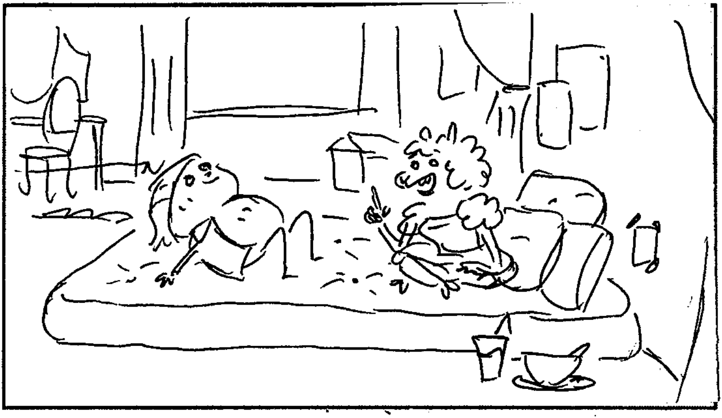
**Dialog:**

D-IT'S UP TO BEVERLY TO MAKE MY MEMORIES NOW!

**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night

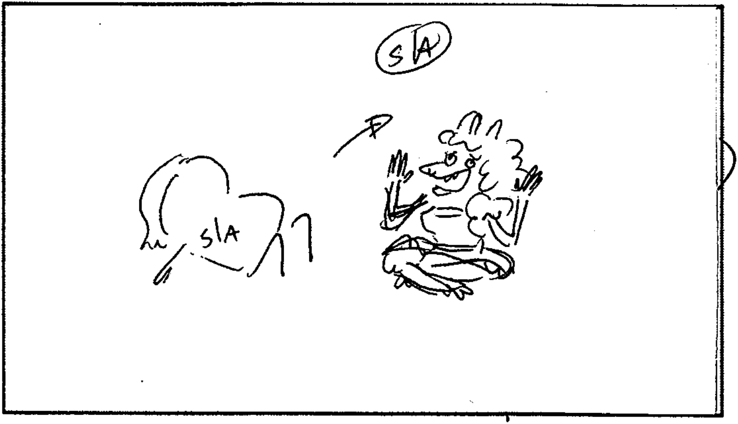


**Dialog:**

B: I'M TELLING YOU,
PEANETTE,

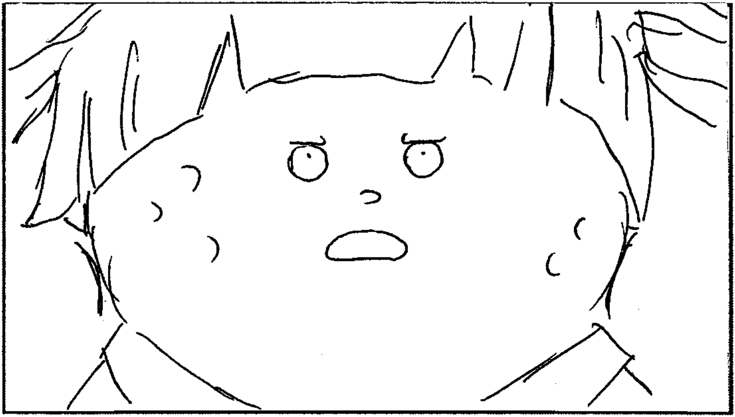
**Action:**

**Timing:**



B- THE ENERGY BETWEEN US WAS JUST AS WHITE FUCKING HOT AS IT ALWAYS WAS.

**Sc.** **Pnl.** **Bg.** day night

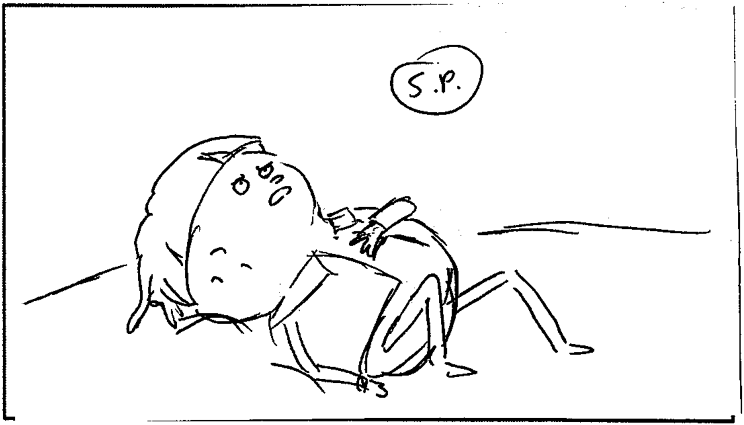


**Dialog:** P- BUT WAIT THAT WAS IT?

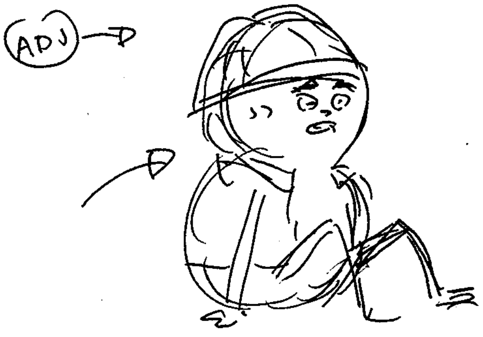
**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



**Sc.** **Pnl.** **Bg.** day night



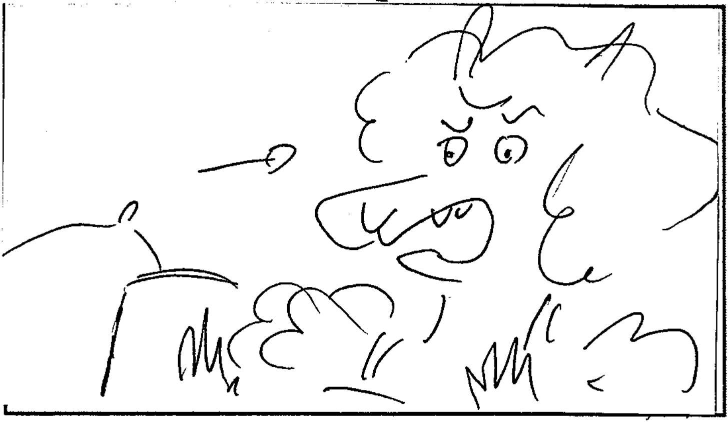
**Dialog:**

P- YOU DIDN'T LIKE MAKE PLANS TO SEE EACH OTHER AGAIN OR ANYTHING?

**Action:**

**Timing:**

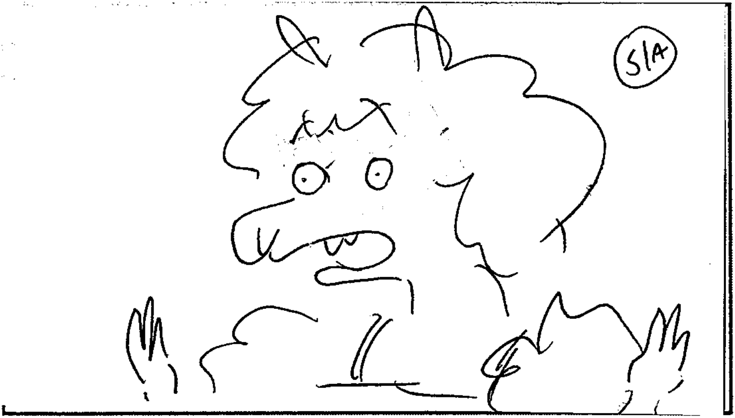
Sc. Pnl. Bg. day night



B - WHAT?! NO!

U

**Sc.** **Pnl.** **Bg.** day night

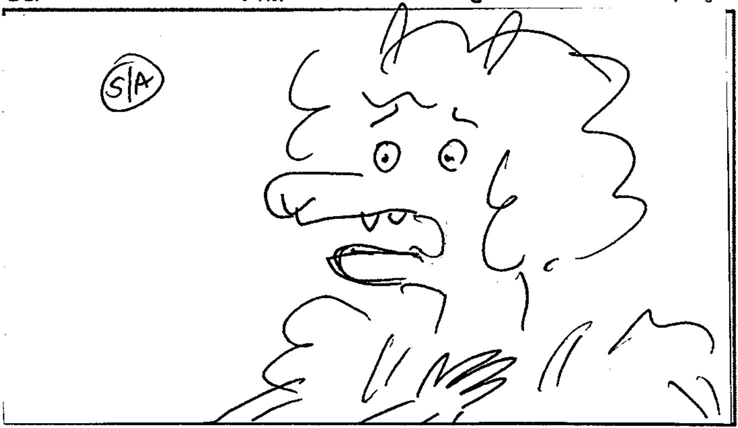


**Dialog:** B-THAT'S SO FORWARD!

**Action:**

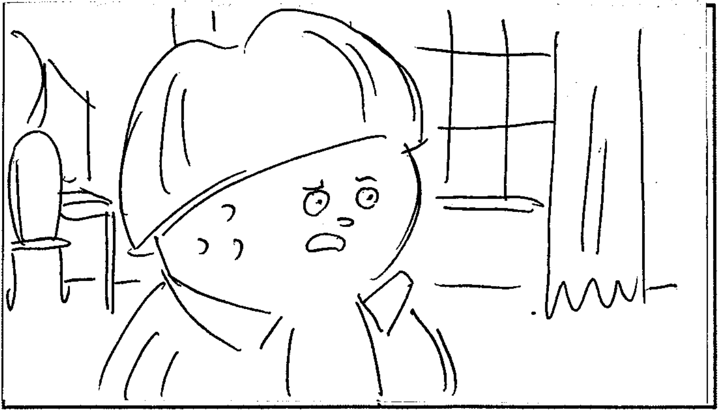
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B-I WOULD NEVER!

**Sc.** **Pnl.** **Bg.** day night



**Dialog:** P- I DON'T UNDERSTAND -

**Action:**

**Timing:**

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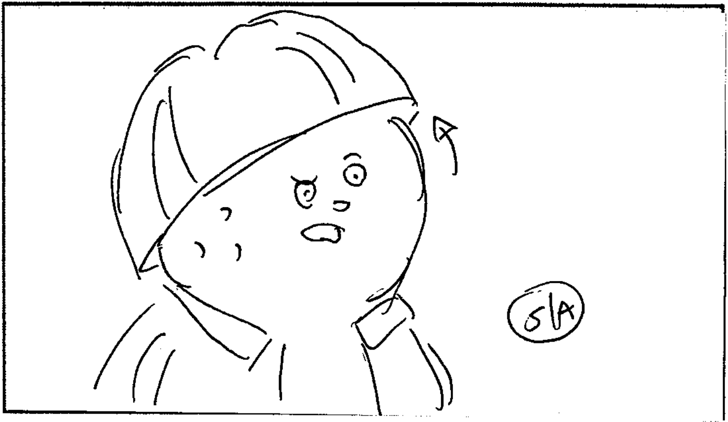
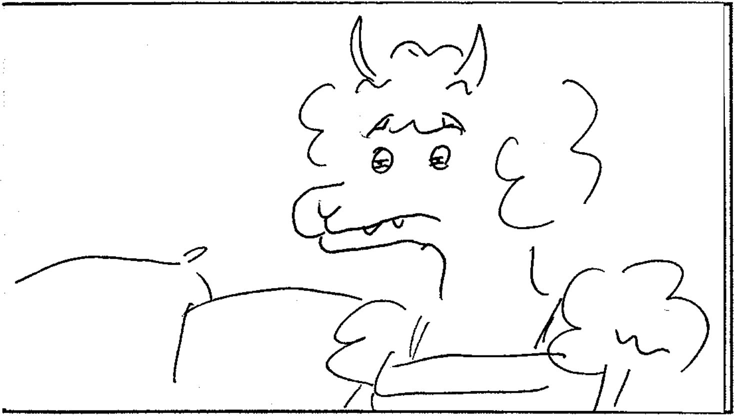


P- YOU'VE JUST BEEN SITTING ON THAT WHITE HOT ENERGY THIS WHOLE TIME?

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

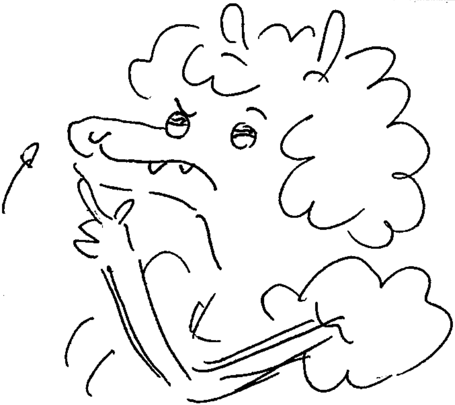
**Action:**

**Timing:**

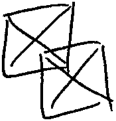
Page

**Sc.** **Pnl.** **Bg.** day night

5A



**Sc.** **Pnl.** **Bg.** day night



CROSS
DISSOLVE

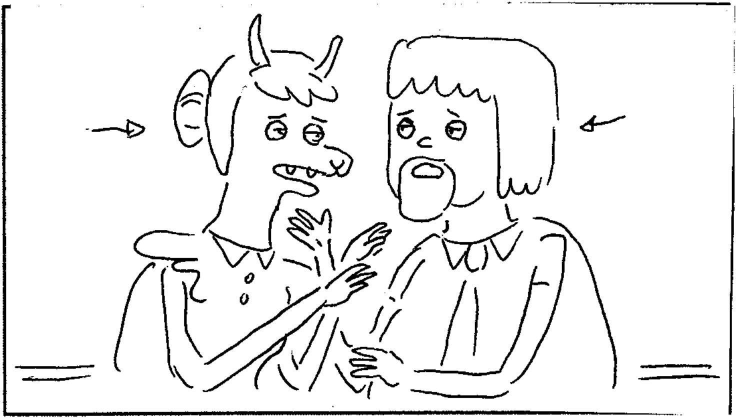
**Dialog:**

**Action:**

**Timing:**

U

**Sc.** **Pnl.** **Bg.** day night



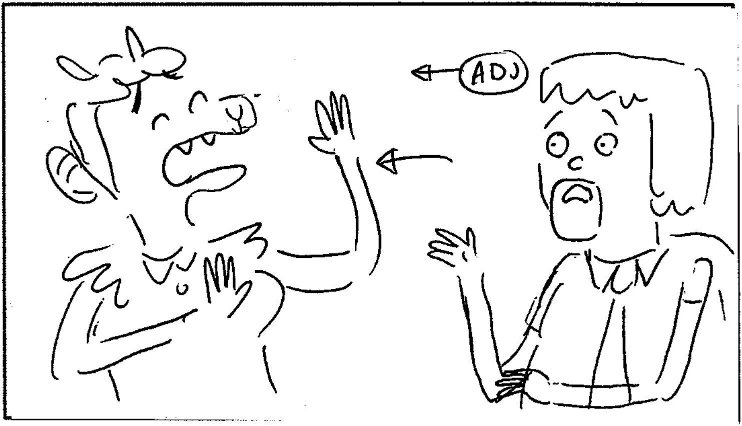
**Dialog:** B|W - HNN

**Action:** (RETURN TO FLASHBACK SCENE: W & B just about to

**Timing:** embrace)

Page

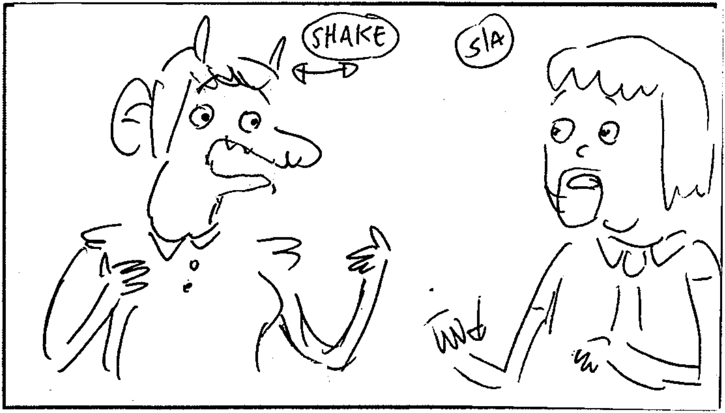
**Sc.** **Pnl.** **Bg.** day night



B - OH MY GOSH!

(B suddenly pulls back)

Sc. Pnl. Bg. day night



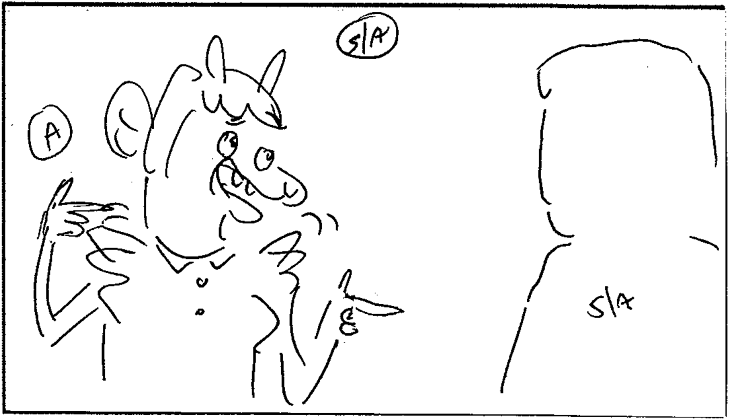
Dialog:

B - I HAVEN'T WATERED MY SUCCULENTS IN EIGHT DAYS!

Action:

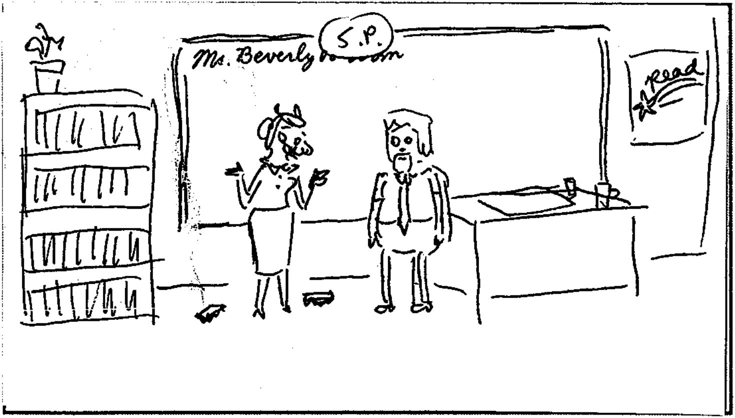
Timing:

**Sc.** **Pnl.** **Bg.** day night



B- I BETTER SKEDADDLE!

**Sc.** **Pnl.** **Bg.** day night


S.P.
Ms. Beverly
Read

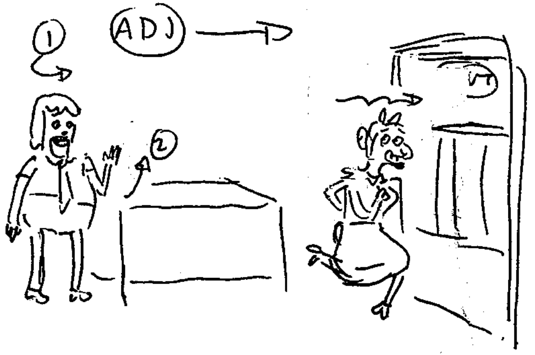
**Dialog:**

W- GIVE THAT
GOOD SOAKIN

**Action:**

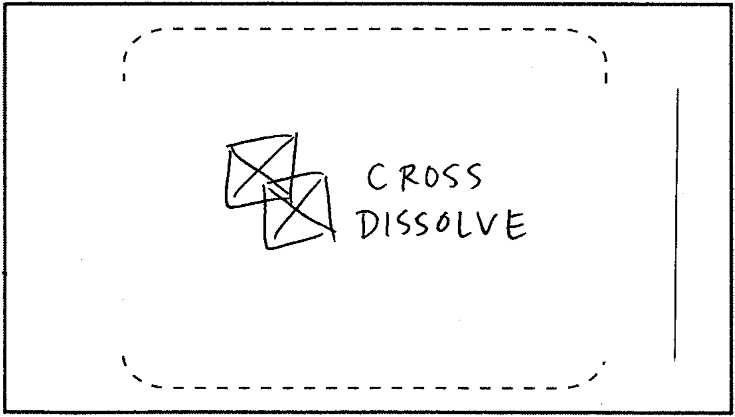
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



SOIL A
G!

**Sc.** **Pnl.** **Bg.** day night

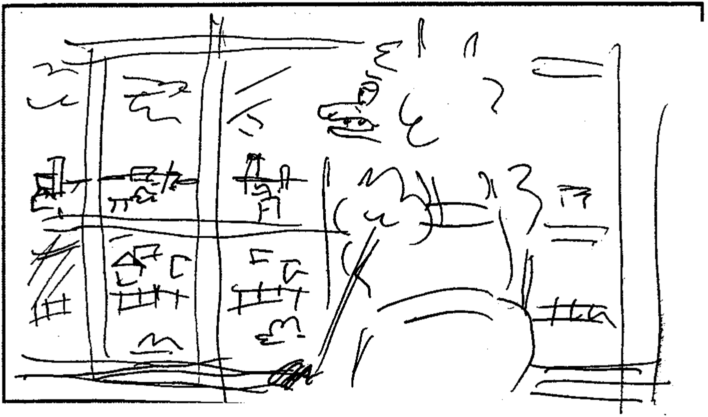

CROSS
DISSOLVE

**Dialog:**

**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



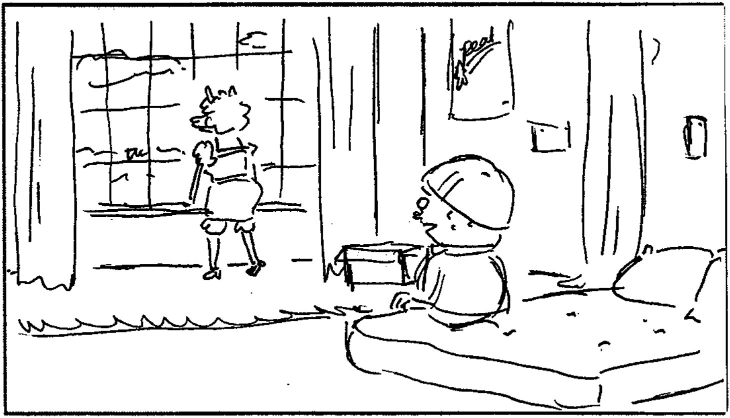
**Dialog:** B – "SOAKING SOAKING SOAKING..."

**Action:** (RETURN TO PRESENT:
Bever is gazing out
the window)

**Timing:**

Page

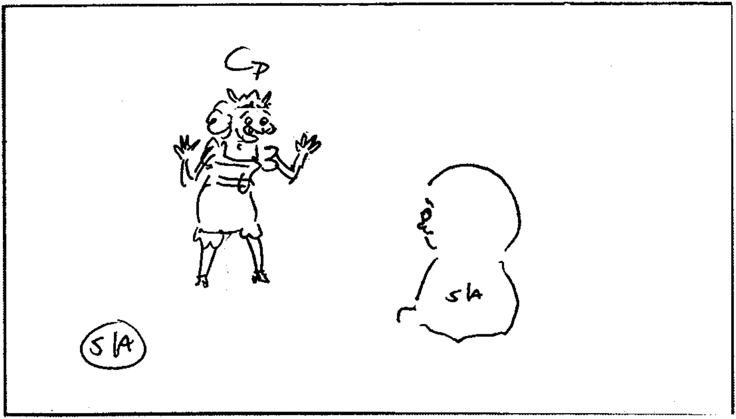
**Sc.** **Pnl.** **Bg.** day night



P- WHERE ARE THOSE SUCCULENTS NOW, BEVER?

U

**Sc.** **Pnl.** **Bg.** day night



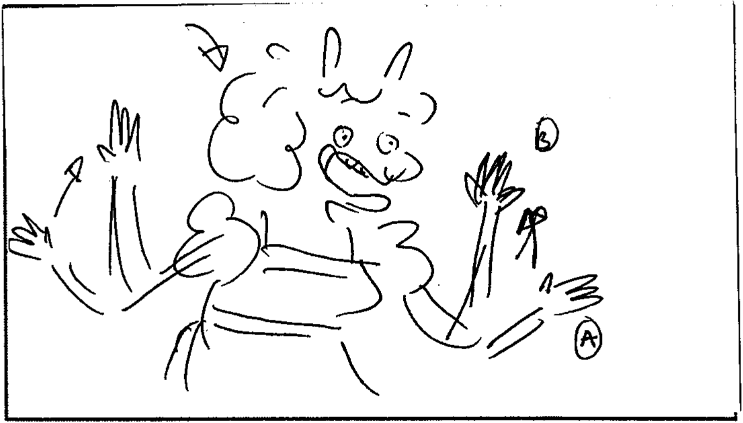
**Dialog:** B- DEAD!

**Action:** (spins around)

**Timing:**

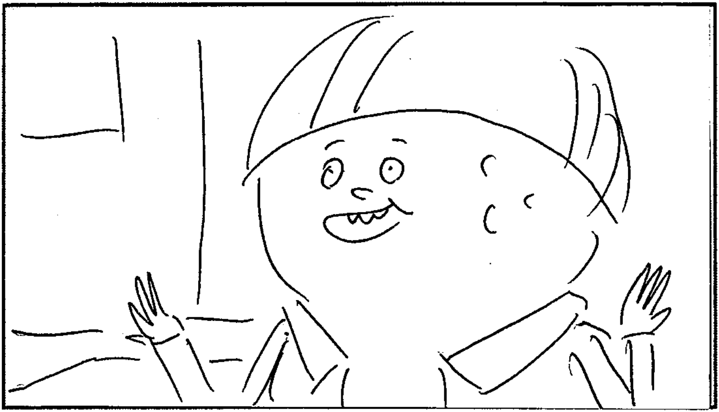
Page

Sc. Pnl. Bg. day night



B - YOU'RE RIGHT! THERE'S NOTHING HOLDING ME BACK ANYMORE!

**Sc.** **Pnl.** **Bg.** day night

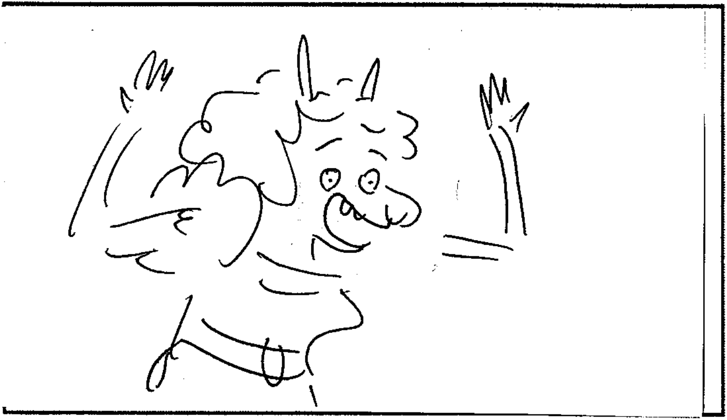


**Dialog:** P- So...??

**Action:**

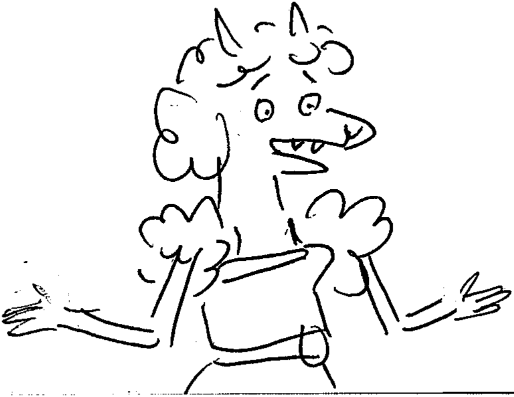
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B- SO NEW ME IS DONE
NOT DOING THINGS!

**Sc.** **Pnl.** **Bg.** day night



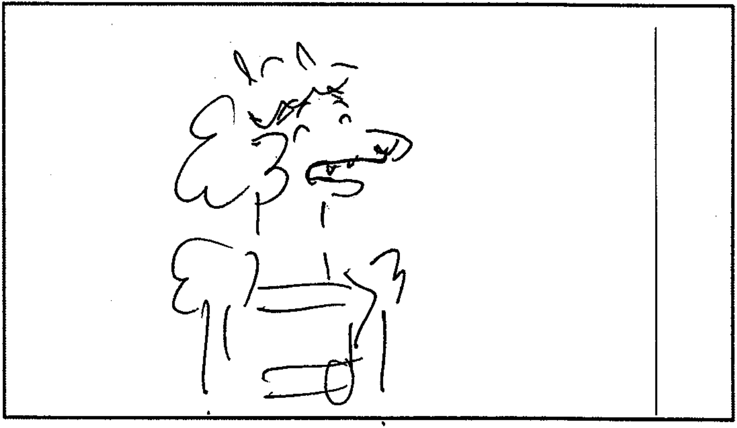
**Dialog:**

B- THE MOMENT HAS
COME:

**Action:**

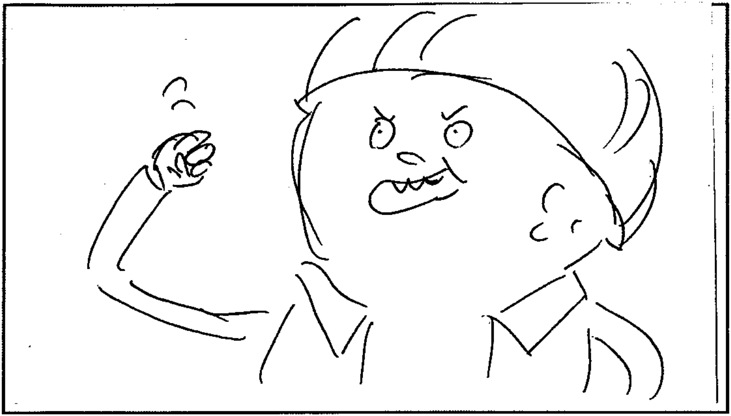
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B- I AM GOING TO
"MAKE LOVE" ON WILL.

**Sc.** **Pnl.** **Bg.** day night



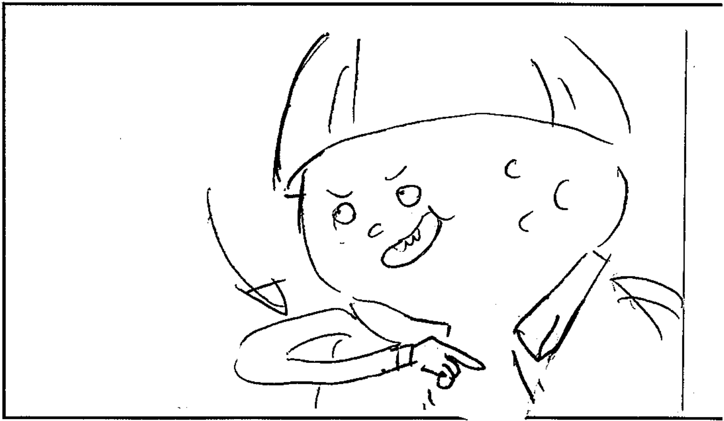
**Dialog:** P-YEAH!

**Action:**

**Timing:**

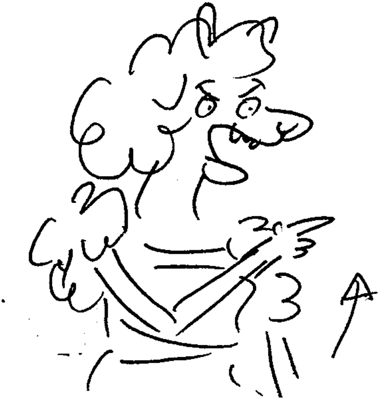
Page

Sc. Pnl. Bg. day nigh



P- YOU'RE READY TO GET THAT DICK, GIRL!

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

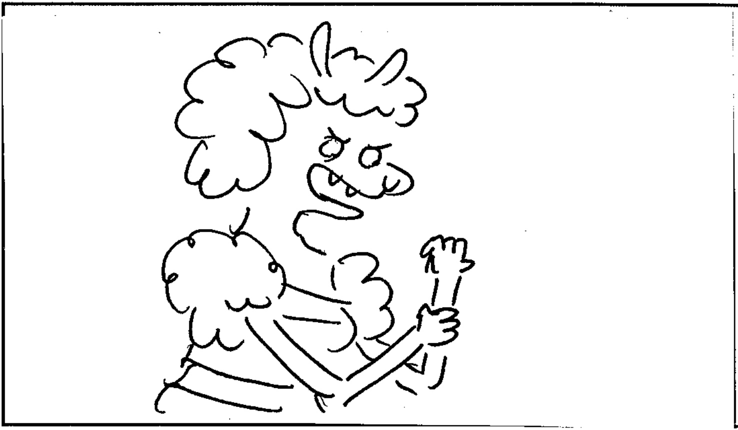
B - YEAH!

**Action:**

**Timing:**

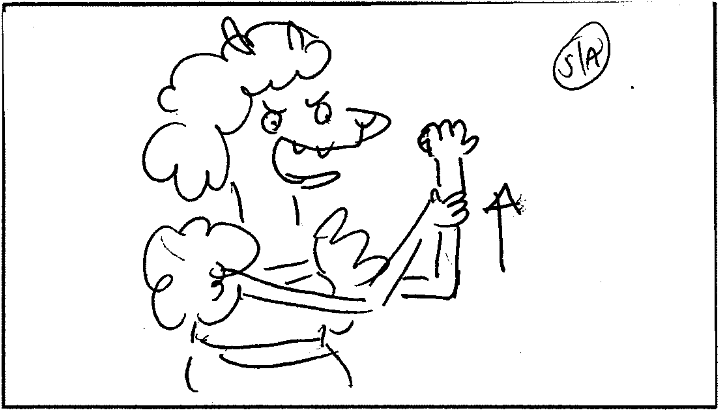
Page

**Sc.** **Pnl.** **Bg.** day night



B- I CAN'T WAIT TO GET AHOLD OF THAT FAT GUMMI WORM AND JUST

**Sc.** **Pnl.** **Bg.** day night

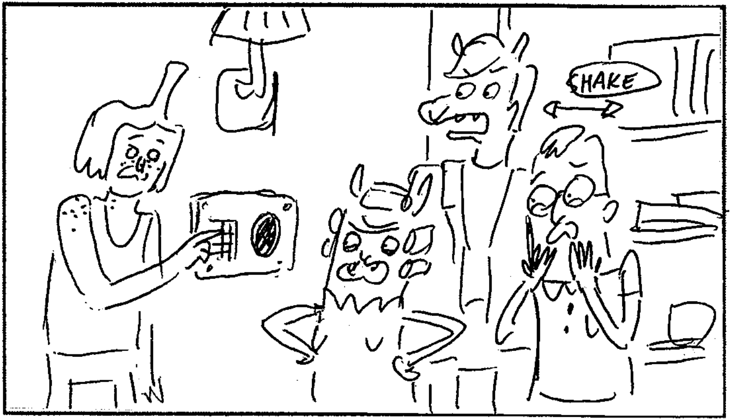


**Dialog:** B-SHOVE IT RIGHT UP INTO MY PEEHOLE!

**Action:**

**Timing:**

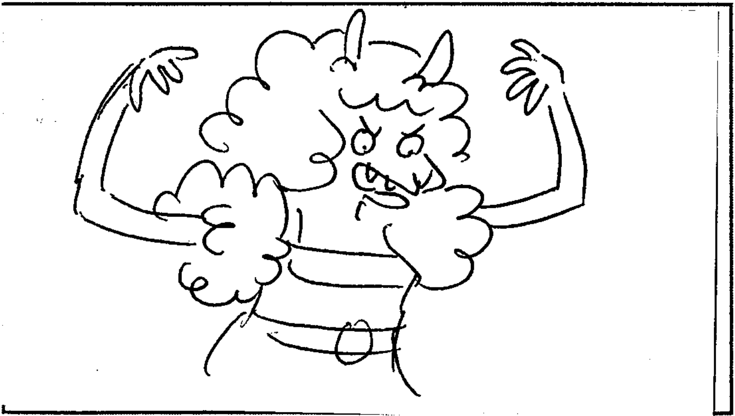
Sc. Pnl. Bg. day night



WALLA - WHAT??/HUH??

(Trophy Room: everyone confused)

**Sc.** **Pnl.** **Bg.** day night

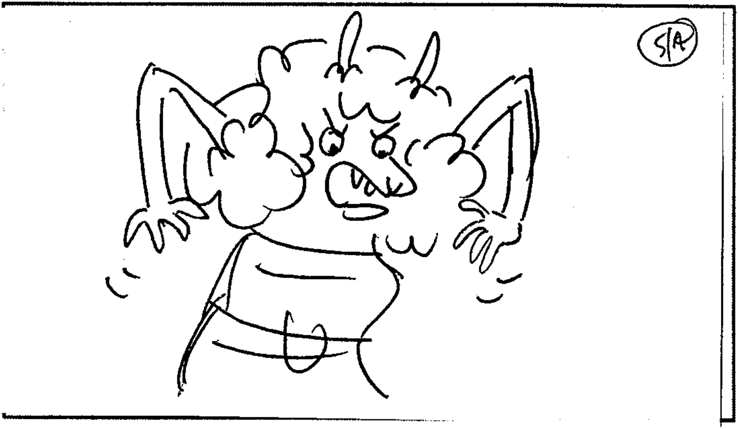


**Dialog:** B - JUST LIKE,

**Action:**

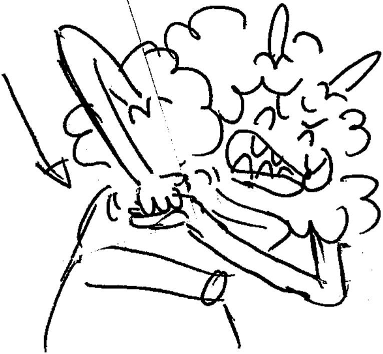
**Timing:**

Sc. Pnl. Bg. day night



B- REALLY GET IN THERE
AND —

**Sc.** **Pnl.** **Bg.** day night



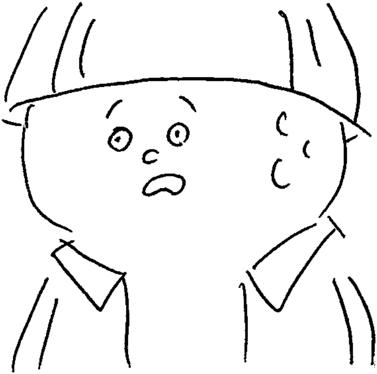
**Dialog:**

B - GRUNT

**Action:**

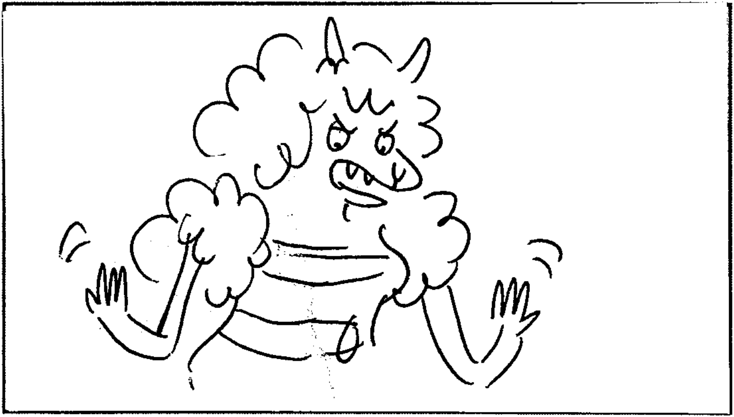
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P- WOW.

**Sc.** **Pnl.** **Bg.** day night

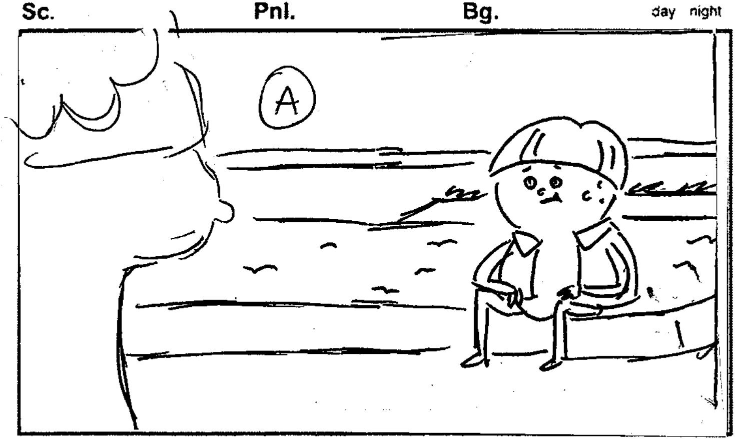


**Dialog:** B- YEAH, LIKE-

**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night

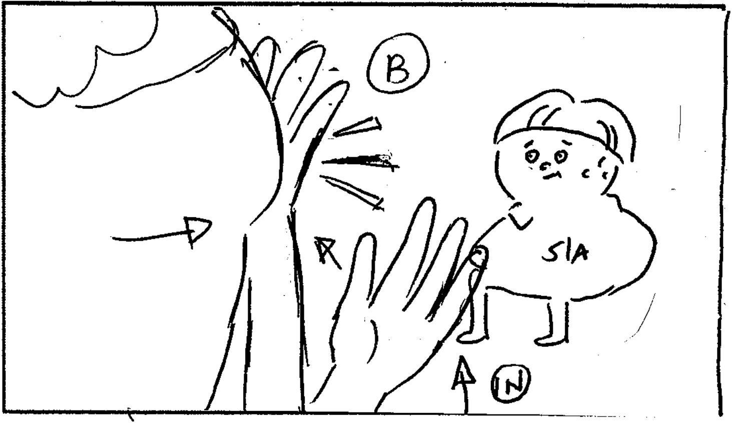


**Dialog:**

**Action:**

**Timing:**

Sc. Pnl. Bg. day night



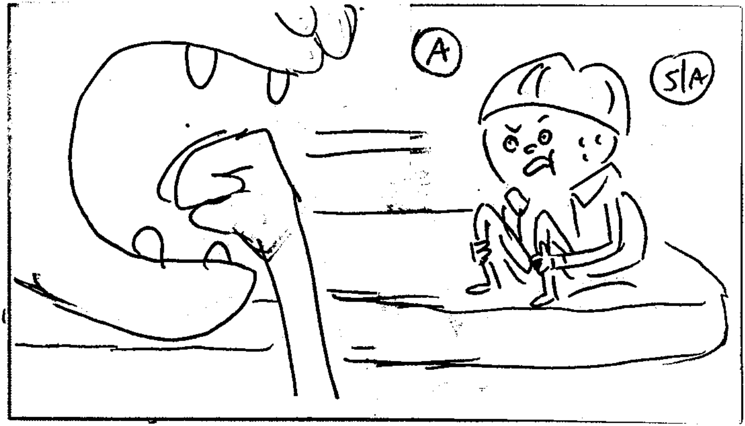
SMAK

**Sc.** **Pnl.** **Bg.** day night

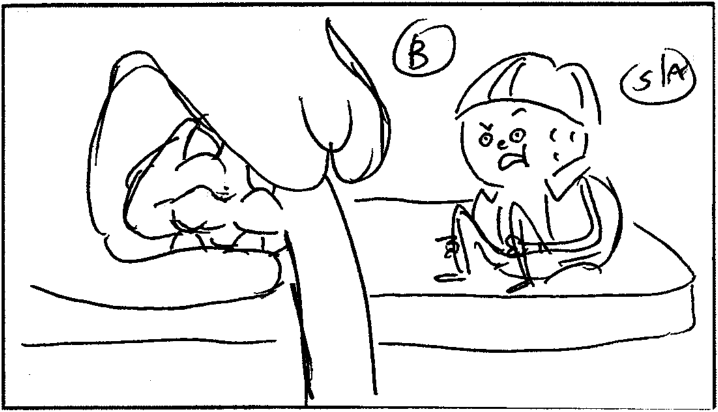
CROSS
DISSOLVE

Page

**Sc.** **Pnl.** **Bg.** day night



**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

B - GNAW

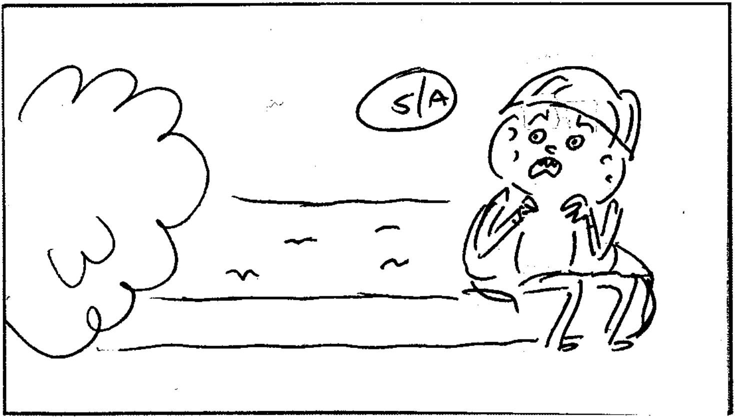
**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night

CROSS
DISSOLVE

**Sc.** **Pnl.** **Bg.** day night

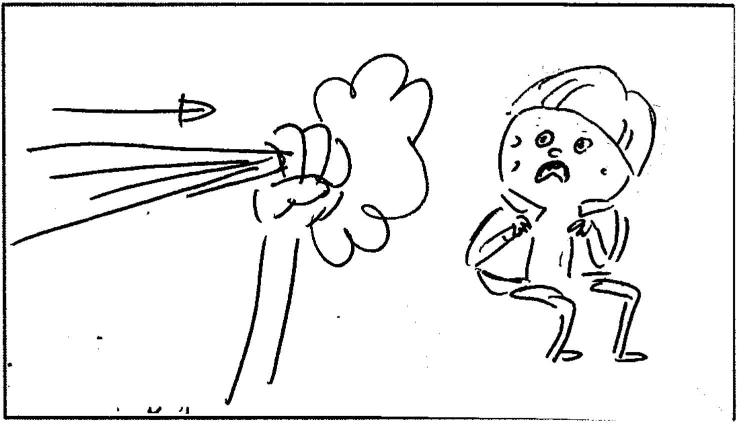


**Dialog:**

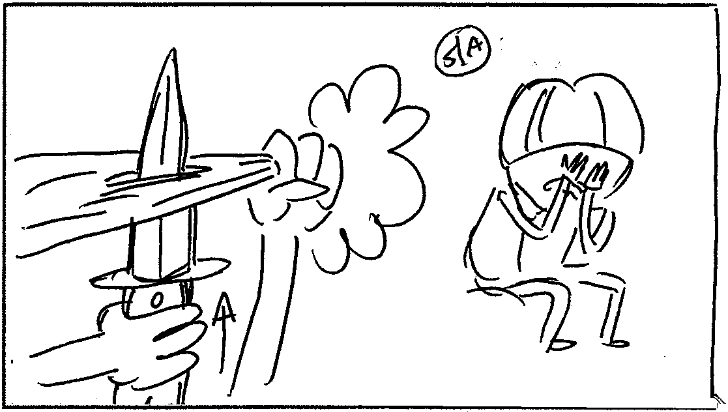
**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



**Sc.** **Pnl.** **Bg.** day night



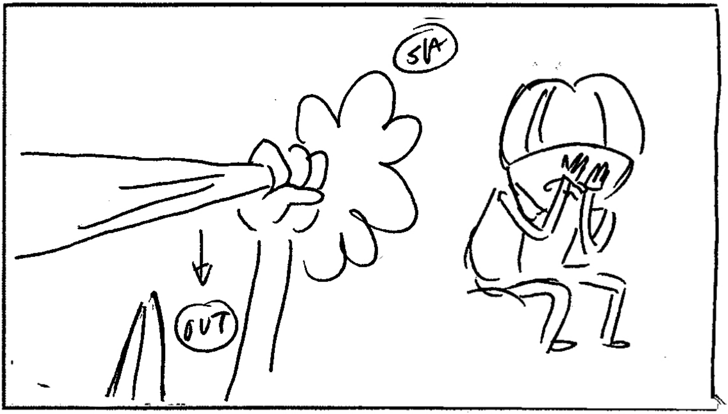
**Dialog:**

P- ≈AU-

**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



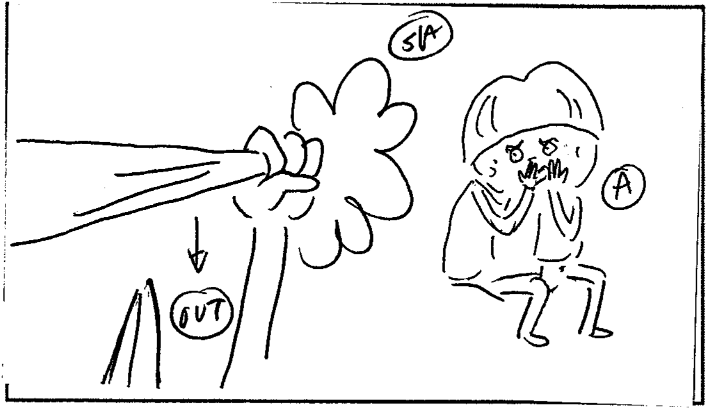
**Dialog:**

P- ≷AU —

**Action:**

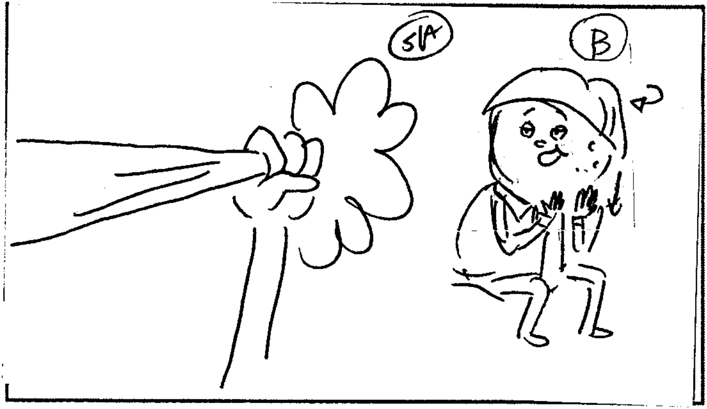
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



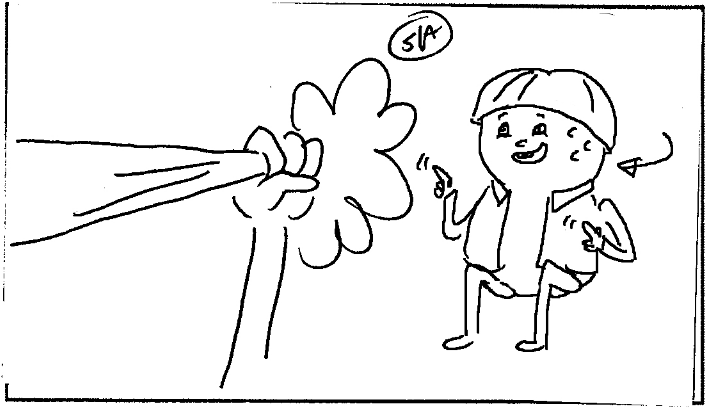
P-OHH...

**Sc.** **Pnl.** **Bg.** day night



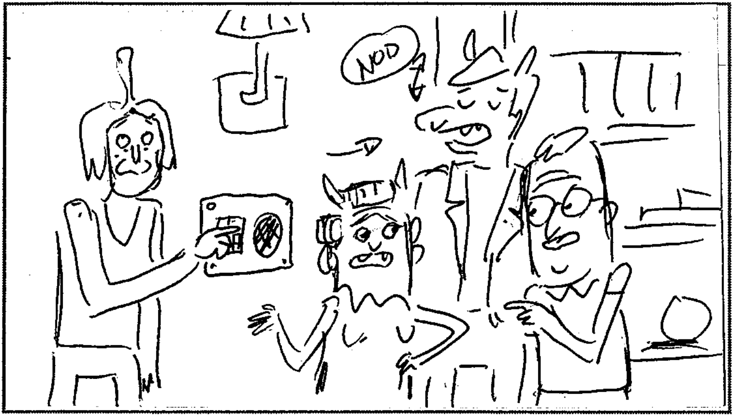
P-SHIIITT...

Sc. Pnl. Bg. day night



P- YOU'RE A VIRGIN.

**Sc.** **Pnl.** **Bg.** day night



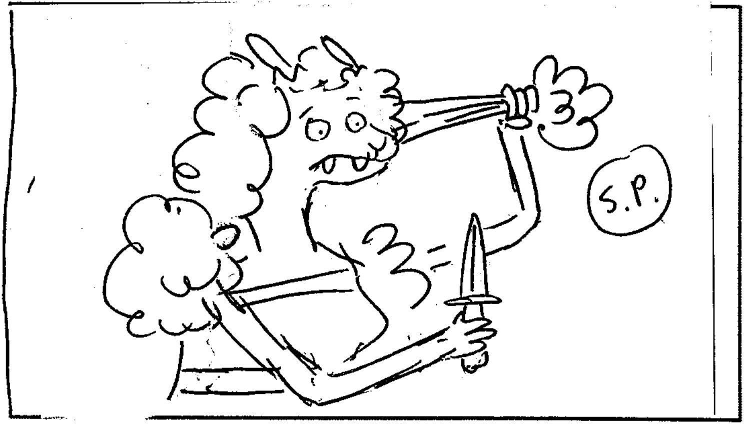
**Dialog:**

CB/G/D/S OHHH ~~~ /
OF COURSE / MAKES SENSE

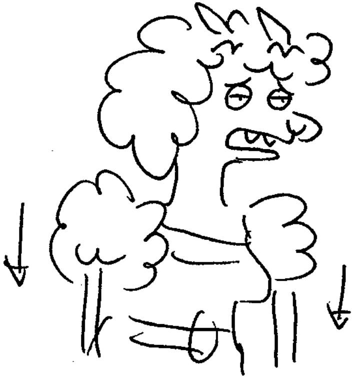
**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



**Sc.** **Pnl.** **Bg.** day night



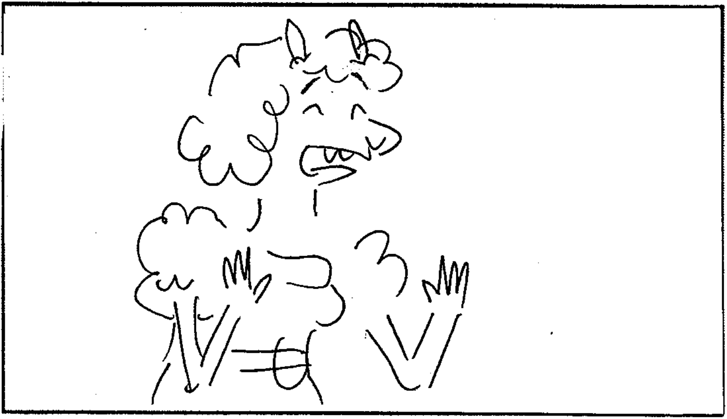
**Dialog:**

B- OH THANK GOD!

**Action:**

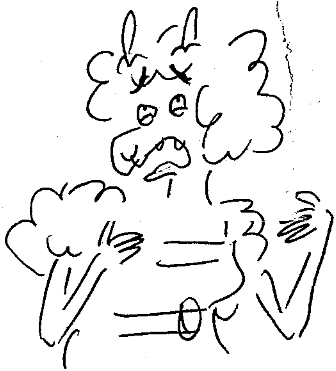
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B - YOU GOT ME!

**Sc.** **Pnl.** **Bg.** day night

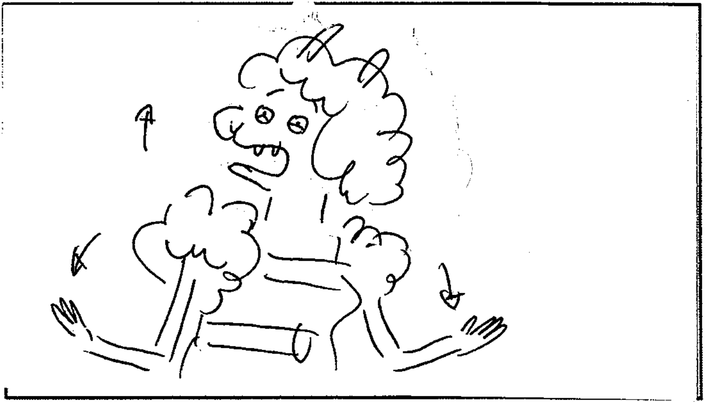


**Dialog:** B- I WAS JUST THINKING,

**Action:**

**Timing:**

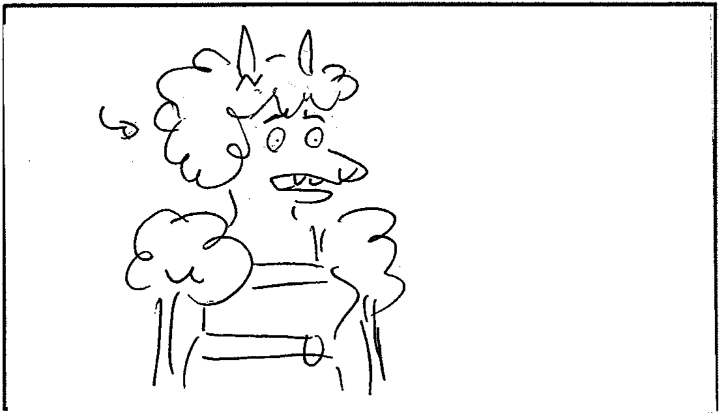
**Sc.** **Pnl.** **Bg.** day night



B- "AS LONG AS I KEEP MOVING, SHE WON'T KNOW!"

a

**Sc.** **Pnl.** **Bg.** day night

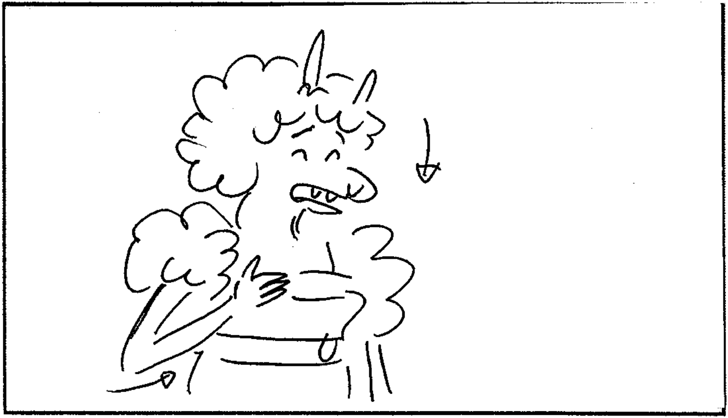


**Dialog:** B- BUT NOW THAT IT'S OUT:

**Action:**

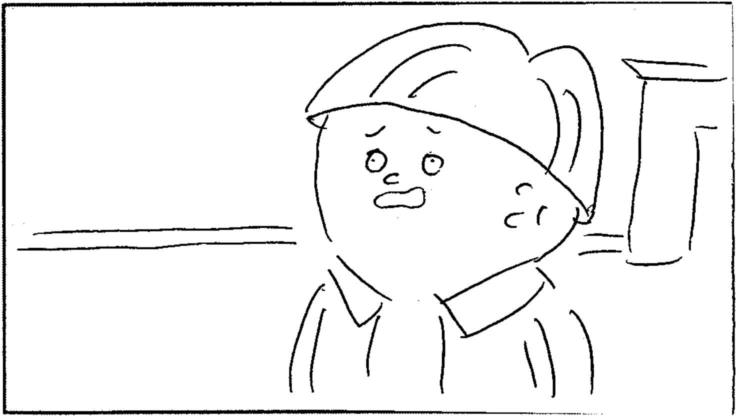
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B - YES, I AM A VIRGIN.

**Sc.** **Pnl.** **Bg.** day night



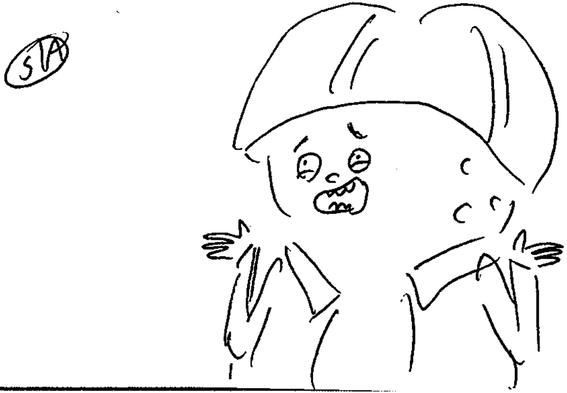
**Dialog:**

P- HAVE YOU DONE...

**Action:**

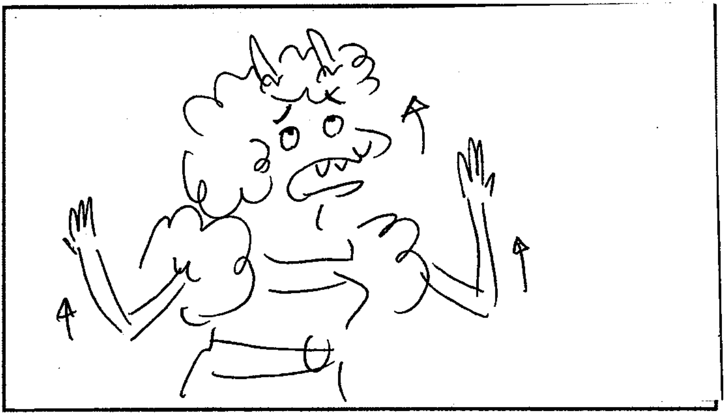
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P- ANYTHING?

**Sc.** **Pnl.** **Bg.** day night



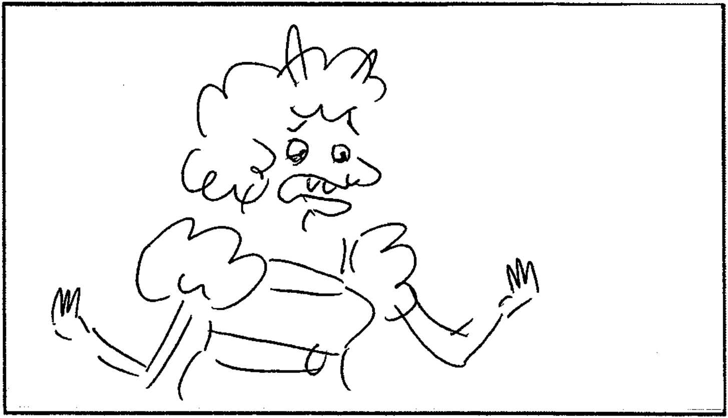
**Dialog:**

B - UGH, NO!

**Action:**

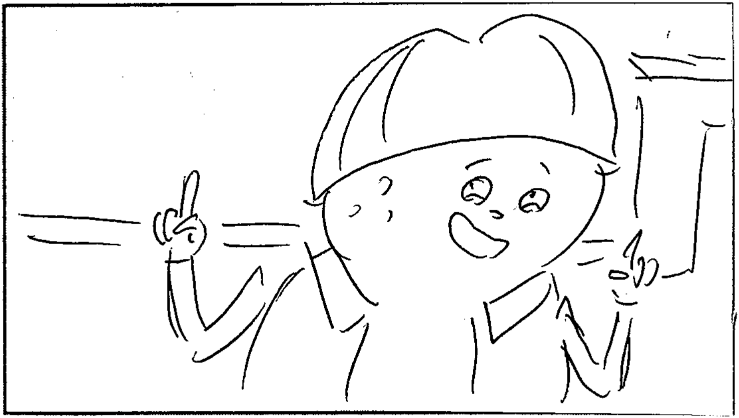
**Timing:**

Sc. Pnl. Bg. day night



B- I'M NOT READY TO GET THAT DICK, GIRL!

**Sc.** **Pnl.** **Bg.** day night



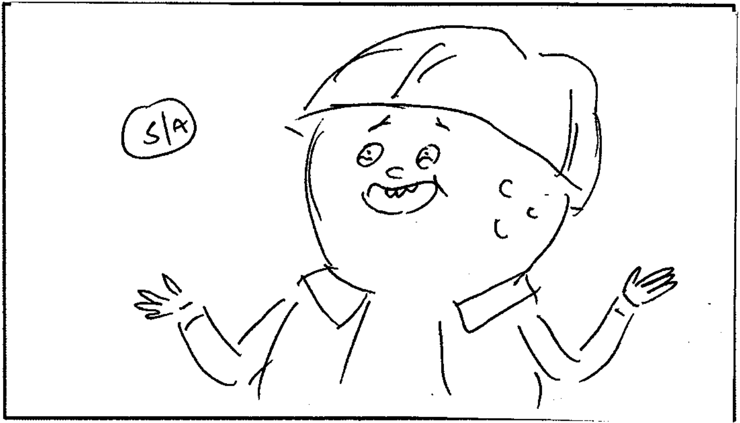
**Dialog:**

P-NOT YET.

**Action:**

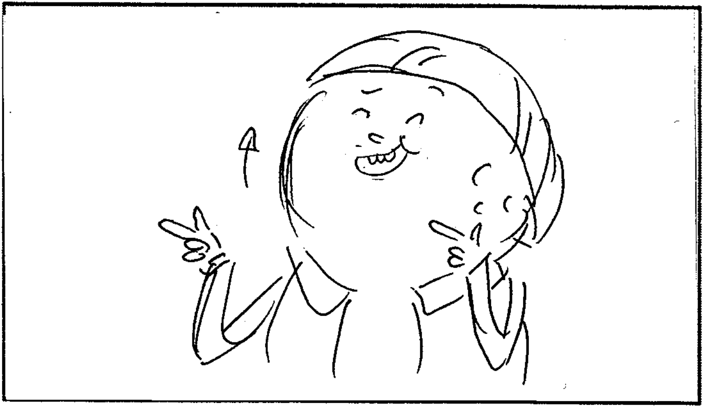
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



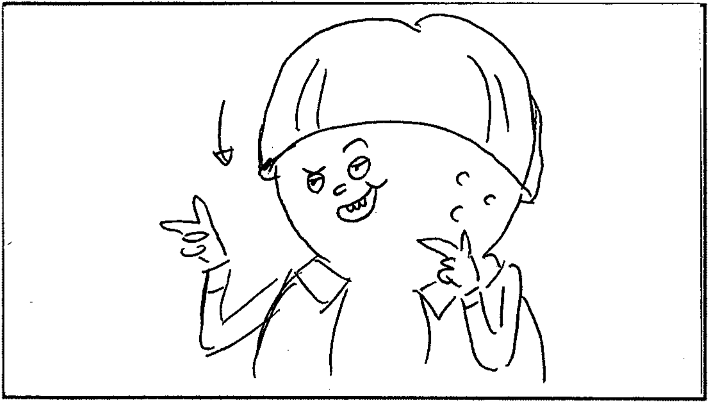
P- BUT IF YOU COME WITH ME TONIGHT, YOU WILL BE.

Sc. Pnl. Bg. day night



P- MY GUY WINCHESTER JUST HAPPENS TO HAVE A TWIN

**Sc.** **Pnl.** **Bg.** day night



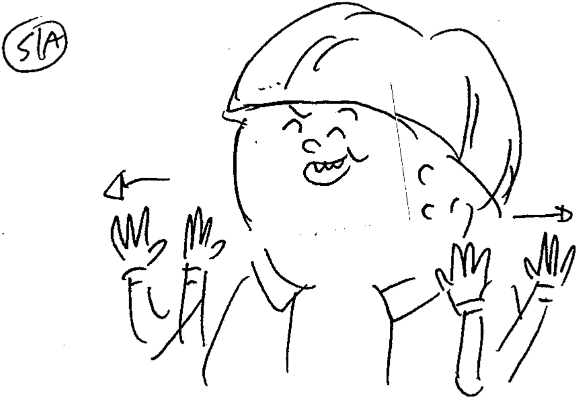
**Dialog:** P- WHO'D BE PERFECT FOR YOU TO PRACTICE ON.

**Action:**

**Timing:**

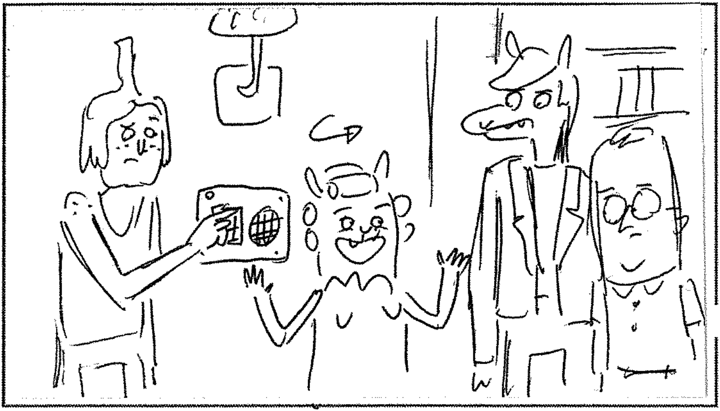
Page

**Sc.** **Pnl.** **Bg.** day night



P- A REAL NOBODY.

Sc. Pnl. Bg. day night



Dialog:

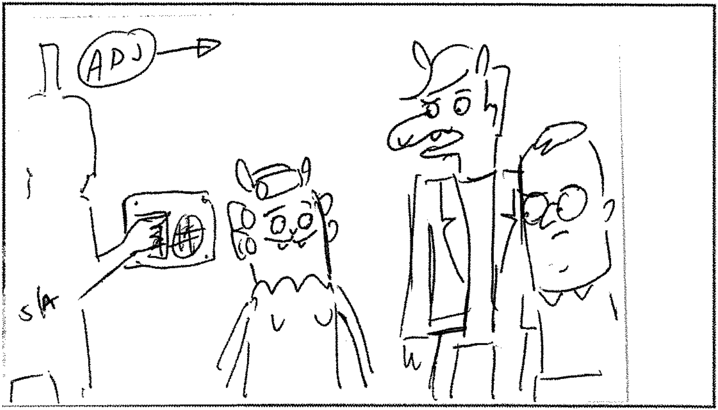
D-≡GASP!≡ THAT GIVES
US TIME!!

Action:

Timing:

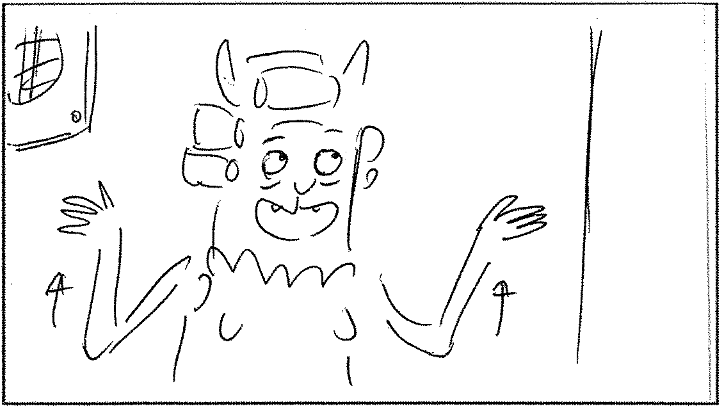
Page

Sc. Pnl. Bg. day night



S- TO DO WHAT?

**Sc.** **Pnl.** **Bg.** day night



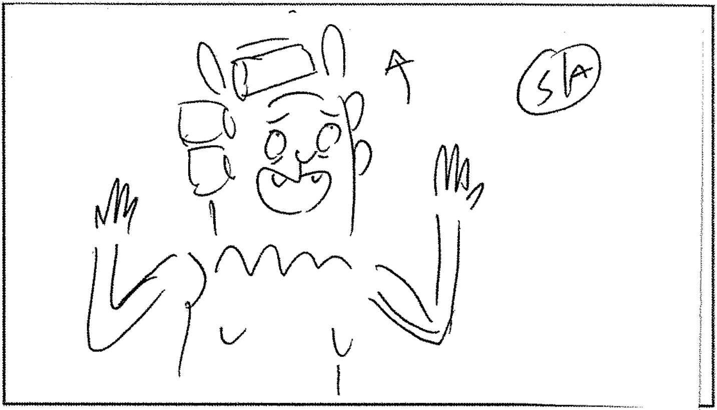
**Dialog:** D- TO SET UP AN ULTIMATE SEXX ROOMM!

**Action:**

**Timing:**

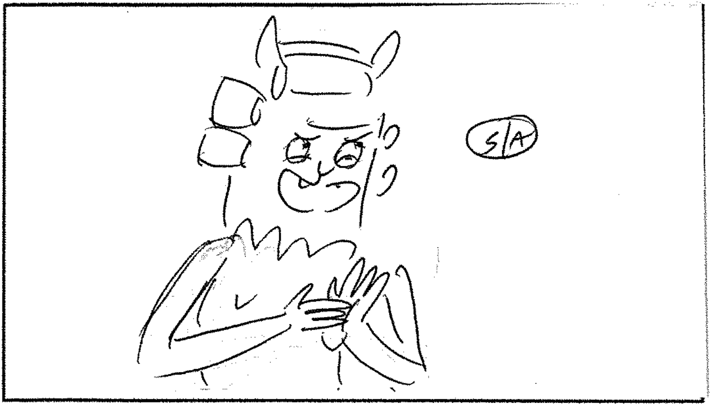
Page

Sc. Pnl. Bg. day night



D-BEVERLY'S ON THE VERGE OF AN HONEST-TO-GOD MEMORY RIGHT NOW,

**Sc.** **Pnl.** **Bg.** day night



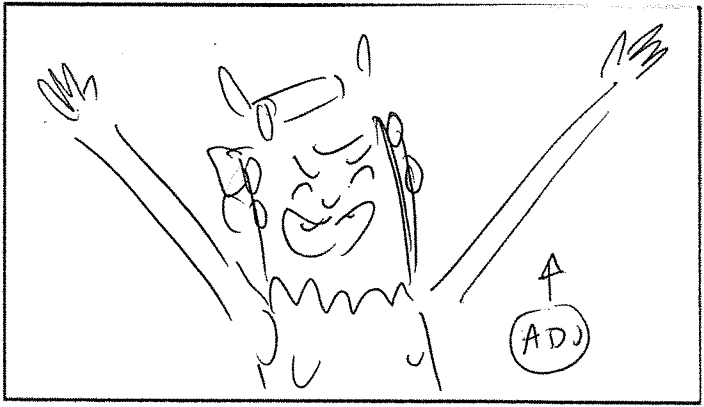
**Dialog:**

D-AND IF WE WANT TO BE
ABLE TO SHARE IT AS A FAMILY,

**Action:**

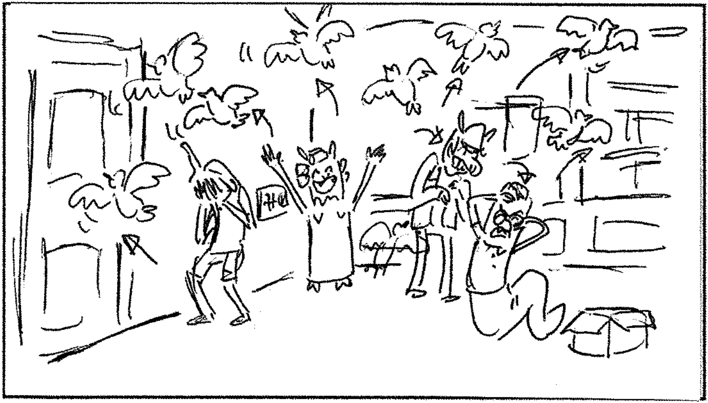
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



D - WE'VE GOTTA GIVE HER
A PLACE TO MAKE IT IN!

**Sc.** **Pnl.** **Bg.** day night

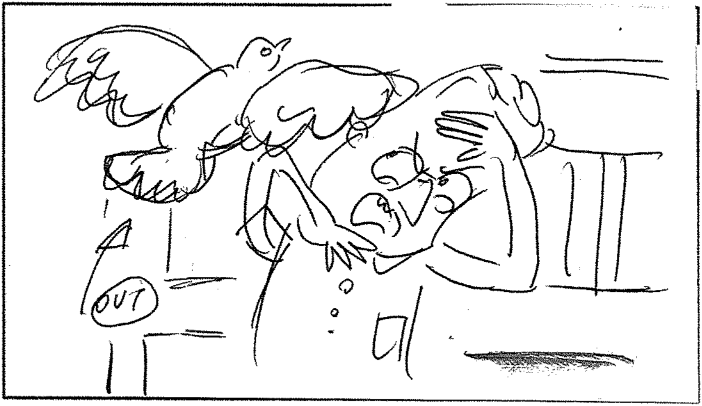


**Dialog** WALLA - ≡EUGH≡

**Action** (pigeon explosion)

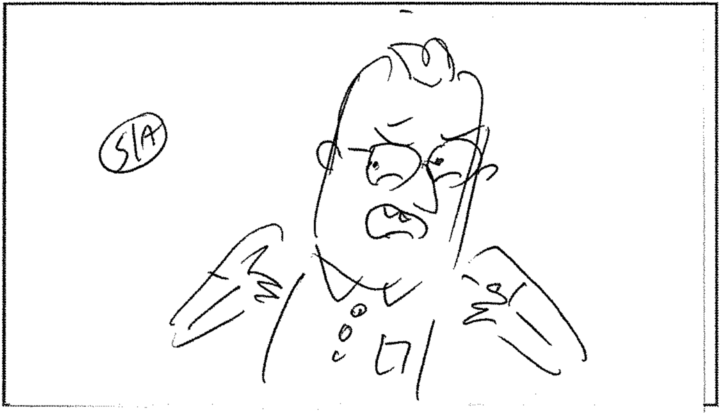
**Timin**

Sc. Pnl. Bg. day night



G-Y'KNOW, IF WE'RE ALL GETTING ROPED INTO THIS,

Sc. Pnl. Bg. day night



Dialog:

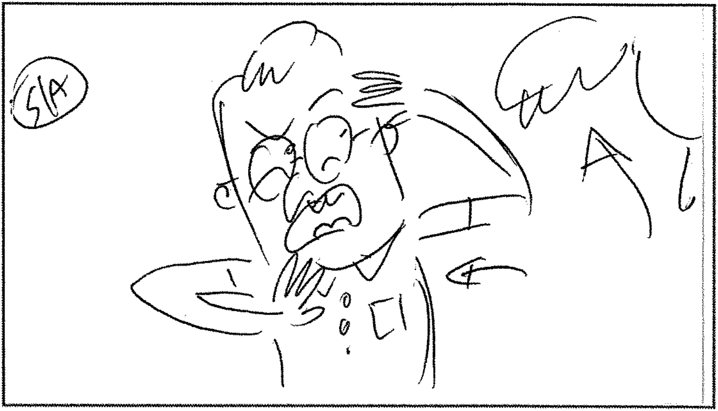
G-MAYBE WE CAN GET THAT
FILTHY LITTLE PEANUT

Action:

Timing:

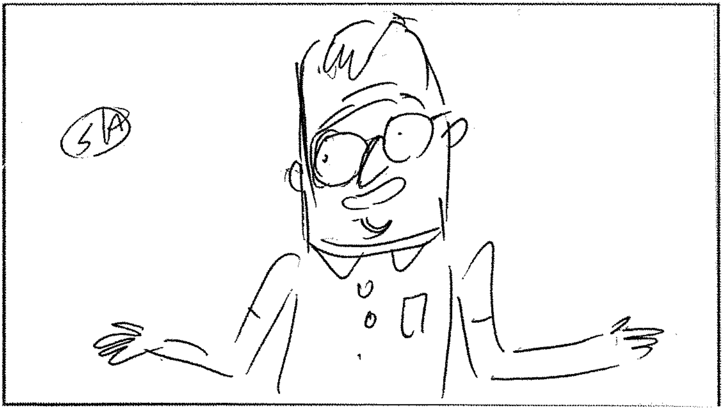
Page

Sc. Pnl. Bg. day night



G- TO COME KILL SOME OF THESE PIGEONS

**Sc.** **Pnl.** **Bg.** day night



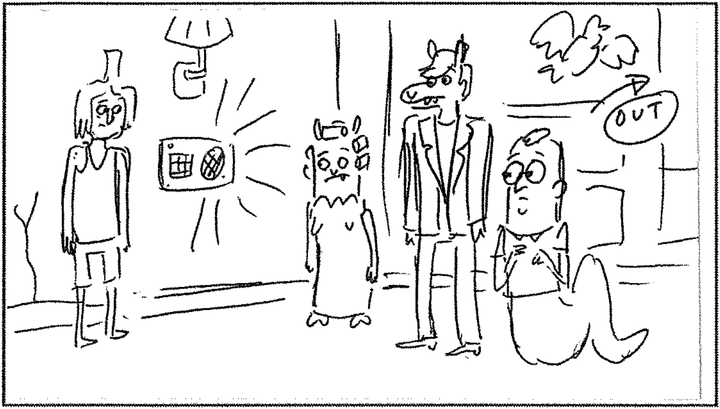
**Dialog:**

G- WHILE BEVERLY'S OFF
BUSTING UP HER CHIFFAROBE.

**Action:**

**Timing:**

Sc. Pnl. Bg. day night



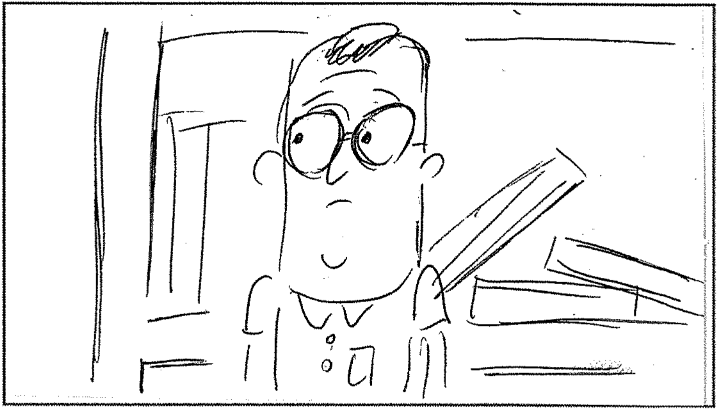
Dialog: P-(015) YOU CAN KILL YOUR OWN DAMN PIGEONS, GORDON!

Action:

Timing:

Page

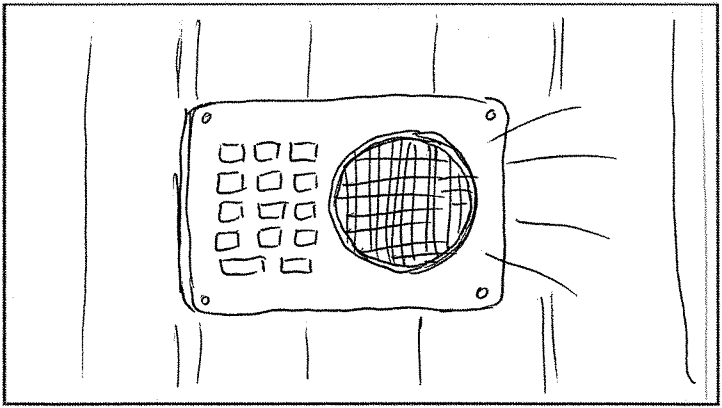
Sc. Pnl. Bg. day night



P- YEAH, THAT'S RIGHT—

(0|5)

**Sc.** **Pnl.** **Bg.** day night

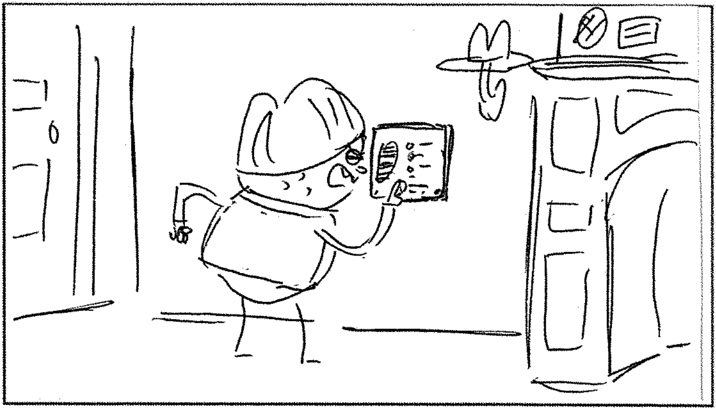


**Dialog:** P- I KNOW HOW TO LISTEN IN, TOO!

**Action:** (0/5)

**Timing:**

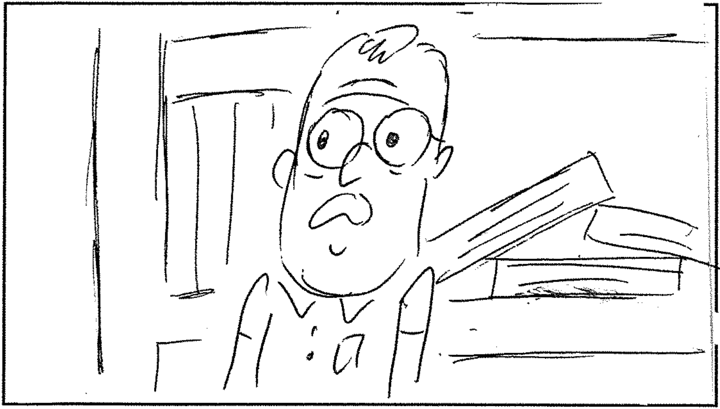
Sc. Pnl. Bg. day night



P- YOU KNOW WHAT ELSE I KNOW?!

(P in B's bedroom)

**Sc.** **Pnl.** **Bg.** day night



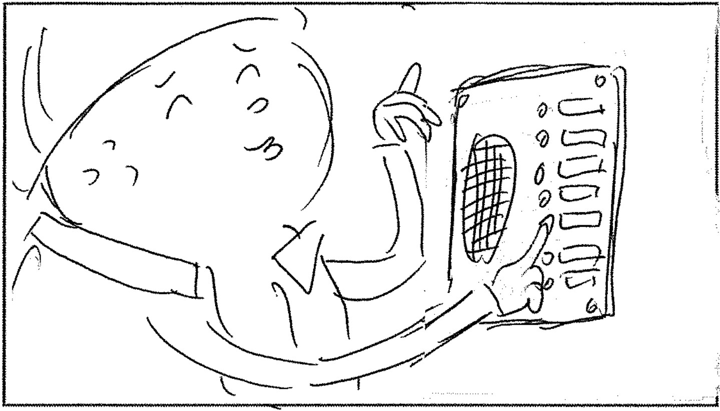
**Dialog:** P- WHAT YOU WHISPER WHEN YOU'RE ALONE IN BED AT NIGHT!

**Action:** (o/s)

(G looks stricken)

**Timing:**

Sc. Pnl. Bg. day night



Dialog:

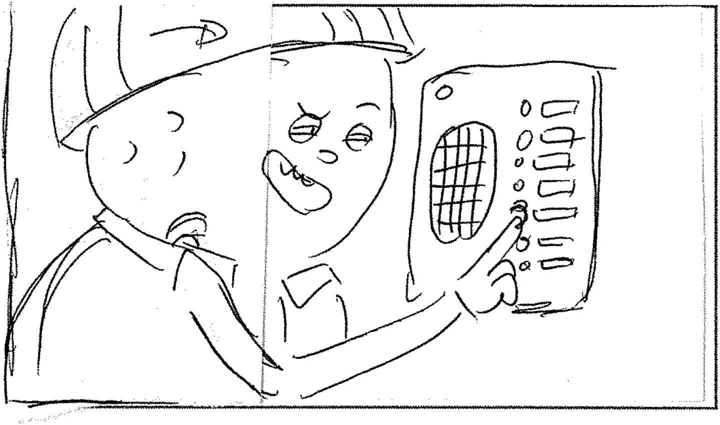
P- "OOOOH ~"

Action:

Timing:

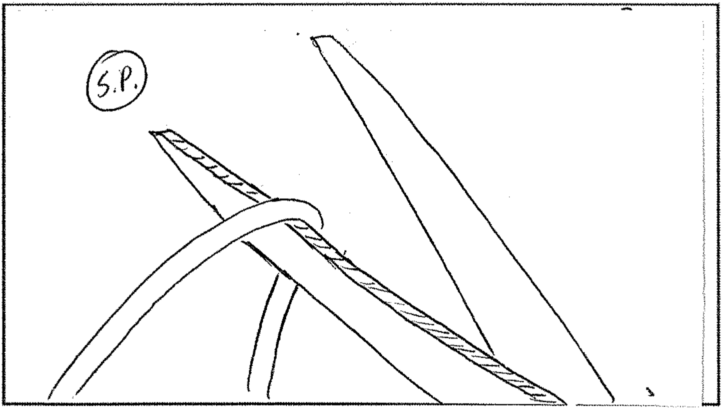
Page ..................

Sc.　Pnl.　Bg.　day　night



P-"YEEEAAH, CABANA B-"
≡CK-CK-CK≡ (static/cuts out)

**Sc.** **Pnl.** **Bg.** day night

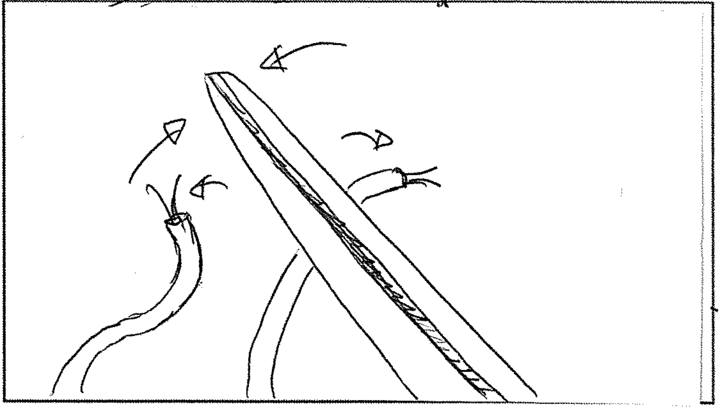


**Dialog:**

**Action:**

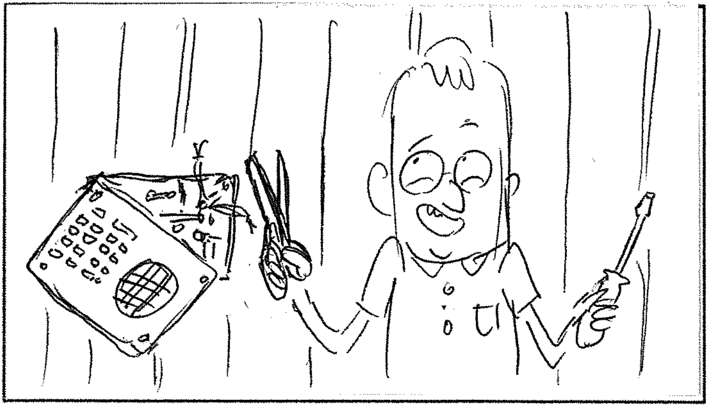
**Timing:**

**Sc.** **Pnl.** **Bg.** day- night



SNIP

**Sc.** **Pnl.** **Bg.** day night

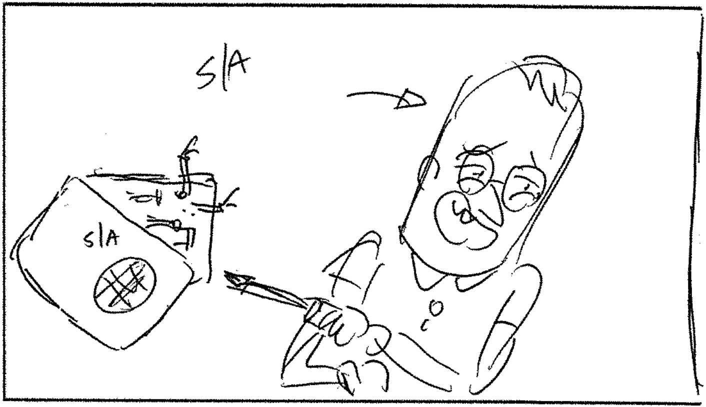


**Dialog:** G - THESE OLD HOUSES!

**Action:** (cuts off, G is holding scissors)

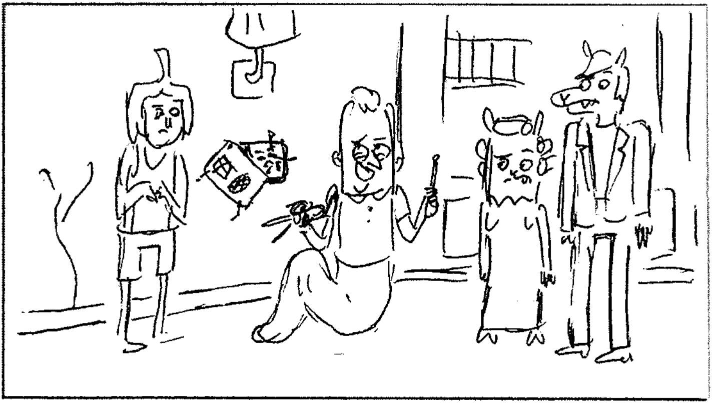
**Timing:**

Sc. Pnl. Bg. day night



G-THINGS ARE ALWAYS BREAKING!

**Sc.** **Pnl.** **Bg.** day night

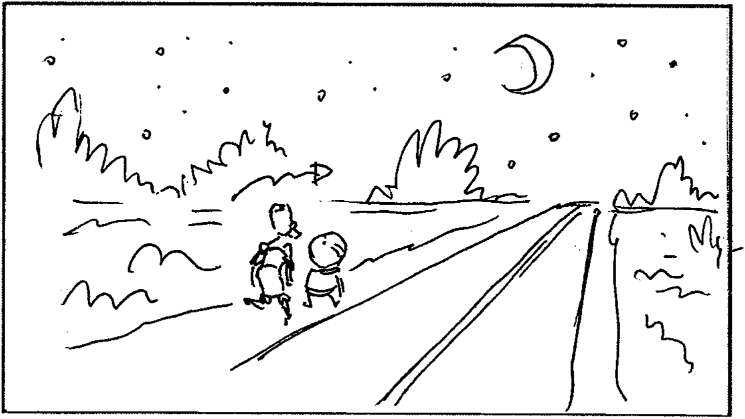


**Dialog:** G-WELP, ADD ANOTHER ONE TO MY "HONEY-DO" LIST, I GUESS!

**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



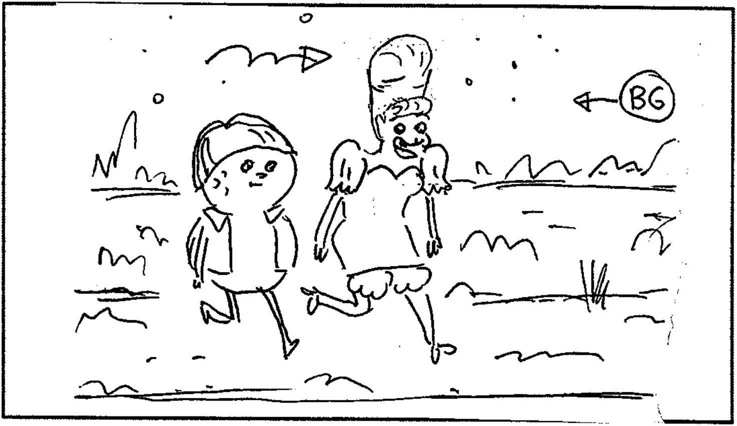
**Dialog:**

(B & P walking to date – NIGHT)

**Action:**

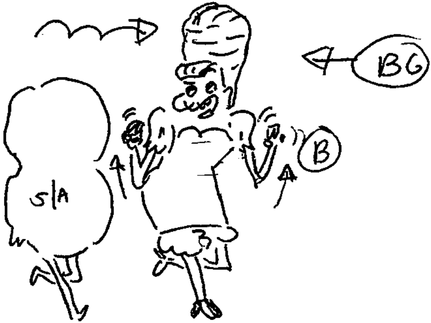
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B - SO,

**Sc.** **Pnl.** **Bg.** day night



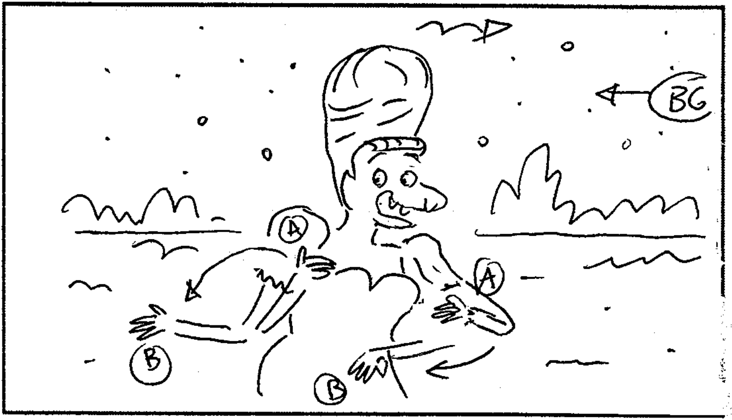
**Dialog:**

B- "WINCHESTER'S TWIN,"

**Action:**

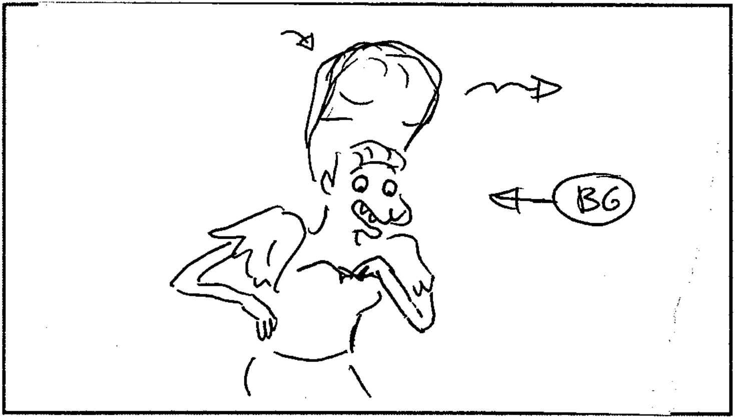
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B - FIRST, I WANT TO SAY "THANK YOU" FOR DOING THIS...

**Sc.** **Pnl.** **Bg.** day night

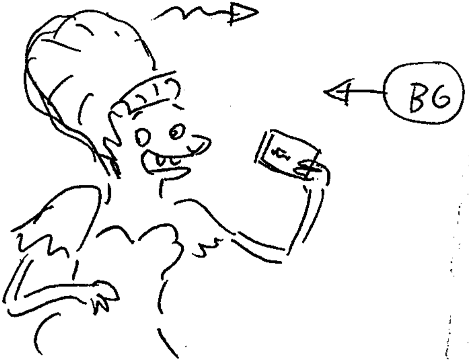


**Dialog:** B- I JUST HAVE A FEW

**Action:**

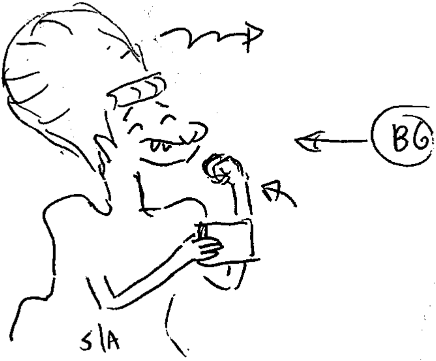
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B - "GETTING TO KNOW YOU" QUESTIONS BEFORE WE START THE PHYSICAL STUFF...

**Sc.** **Pnl.** **Bg.** day night



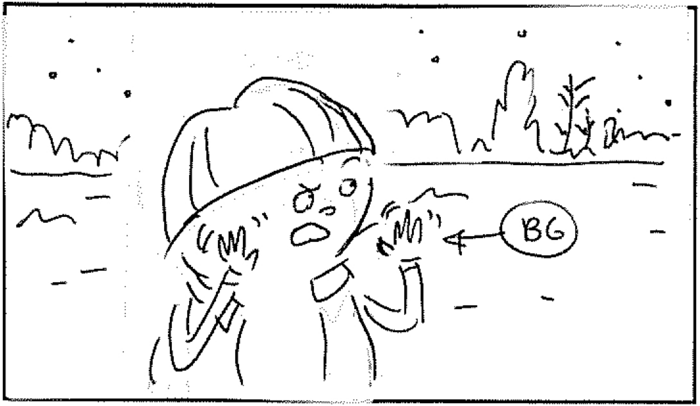
**Dialog:**

B- ≥CLEARS THROAT≤

**Action:** (pulls out a stack of notecards)

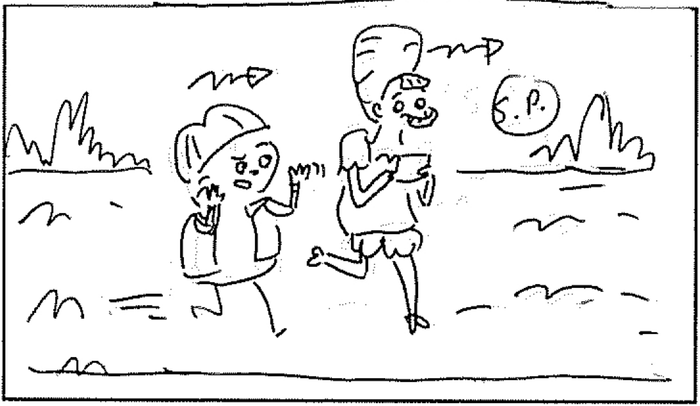
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P-WHOA WHOA WHOA
WHOA WHOA —

**Sc.** day night

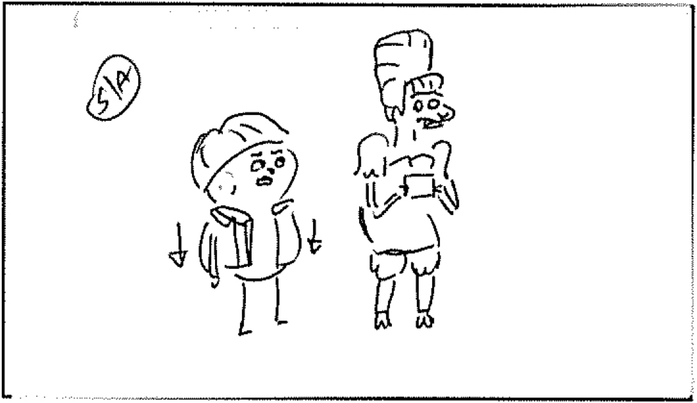


**Dialog:**

**Action:**

**Timing:**

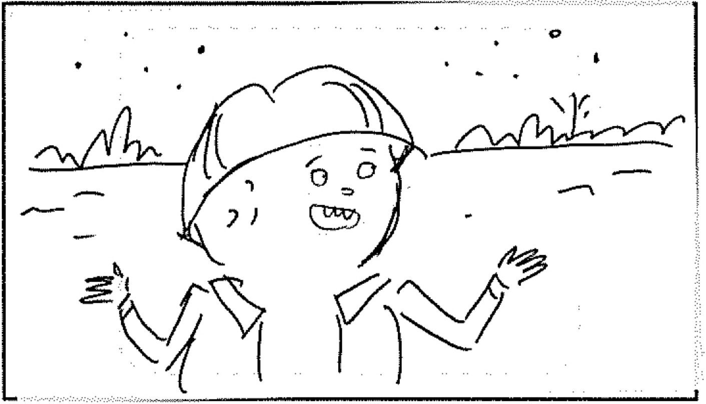
**Sc.** **Pnl.** **Bg.** day night



P- YOU'RE WAY OVERTHINKING THIS.

(they stop)

**Sc.** **Pnl.** **Bg.** day night



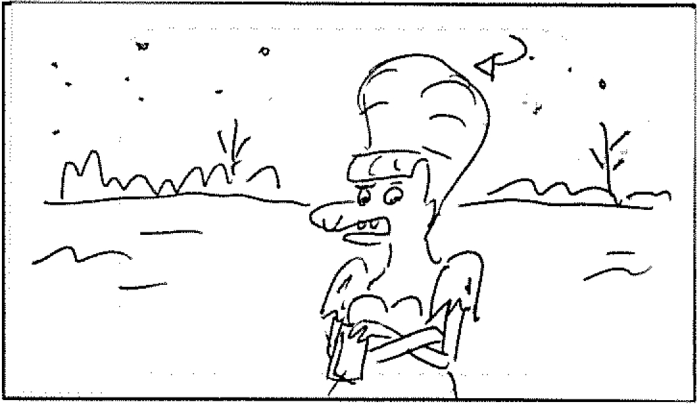
**Dialog:** P/ JUST CLIMB ON AND LET YOUR BODY DO THE BONING!

**Action:**

**Timing:**

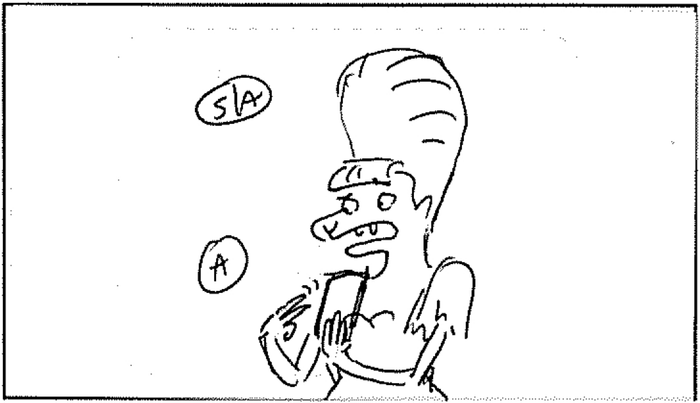
Page

**Sc.** **Pnl.** **Bg.** day night



B- I DON'T KNOW...

**Sc.** **Pnl.** **Bg.** day night

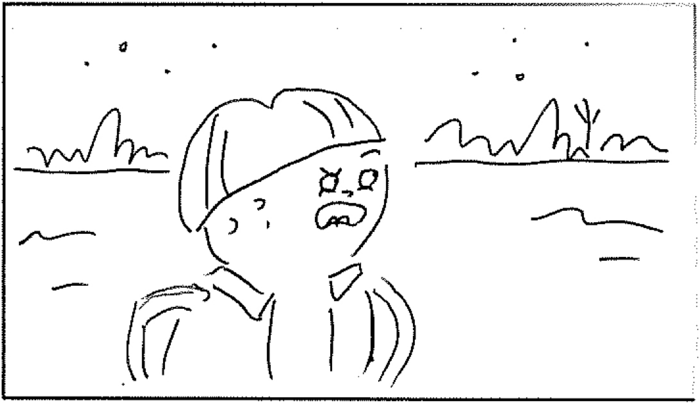


**Dialog:** B-MOVIES ARE PRET-TY CLEAR THAT YOU DON'T OPEN YOUR LEGS UNTIL YOU'RE READY TO OPEN YOUR HEART.

**Action:**

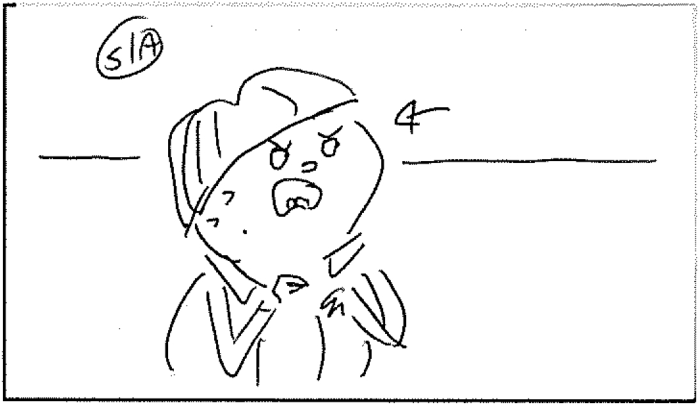
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P-"OPEN YOUR HEART"?!

**Sc.** **Pnl.** **Bg.** day night



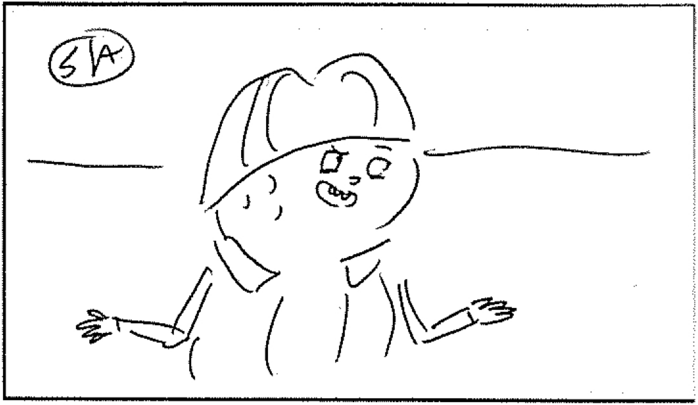
**Dialog:**

P- BARF-O!!

**Action:**

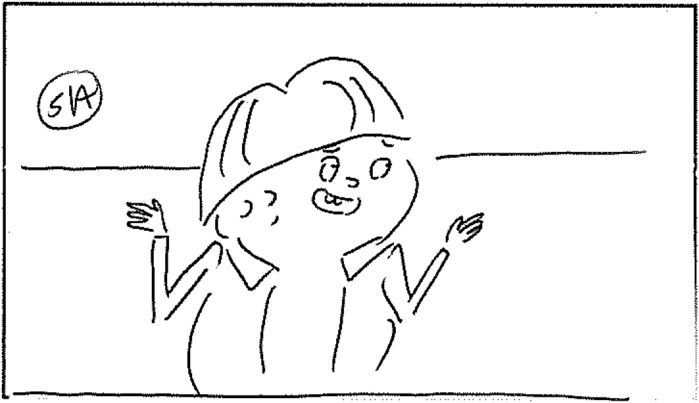
**Timing:**

Sc. Pnl. Bg. day night



P- C'MON, I BEEN DOIN' THIS A LONG TIME...

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

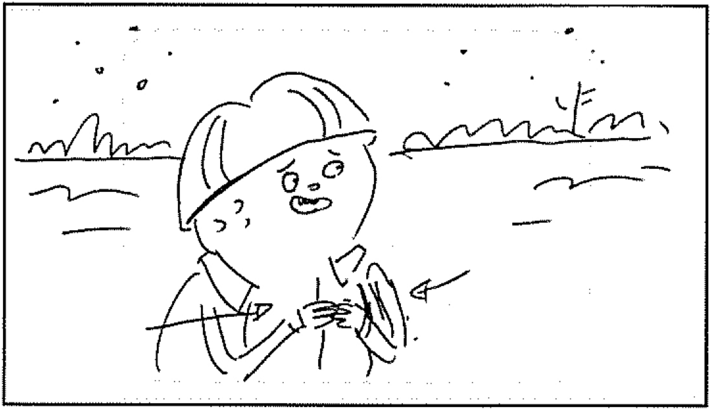
P- SO TAKE IT FROM ME
AND JUST...

**Action:**

**Timing:**

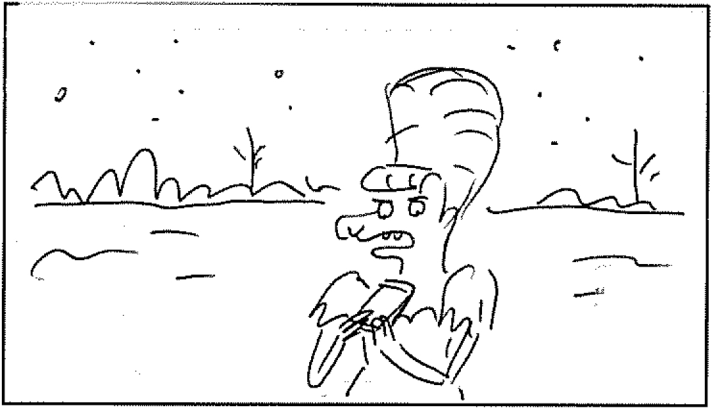
Page

**Sc.** **Pnl.** **Bg.** day night



P- SAVE THE HEAVY
STUFF FOR WILL.

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

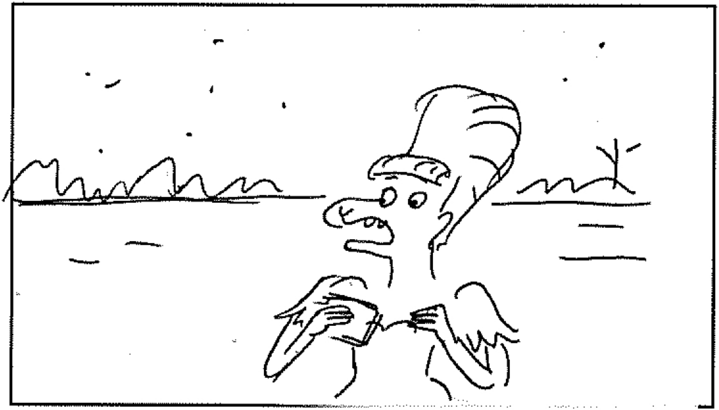
B- OK, FINE.

**Action:**

**Timing:**

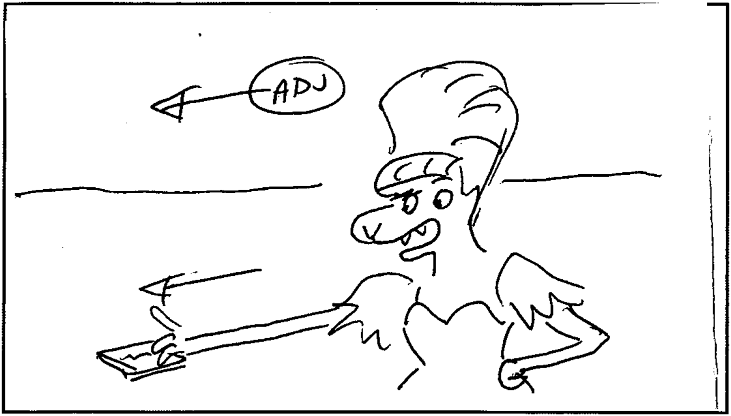
Page

**Sc.** **Pnl.** **Bg.** day night



B - BUT IF _I'M_ GONNA
GIVE UNATTACHED SEX A TRY,

**Sc.** **Pnl.** **Bg.** day night



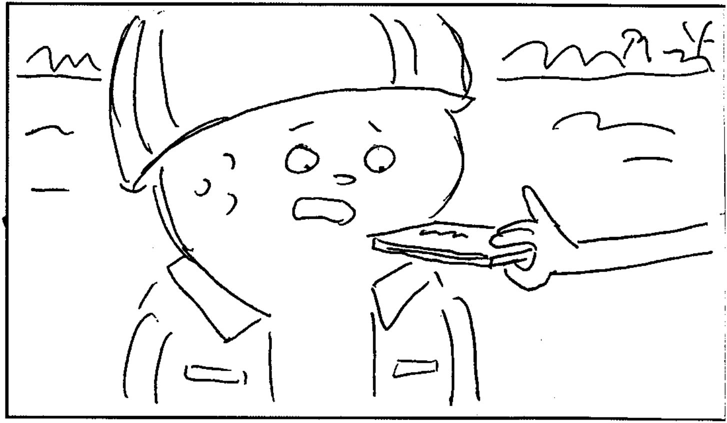
**Dialog:** B - YOU NEED TO GIVE ATTACHED SEX A TRY.

**Action:**

**Timing:**

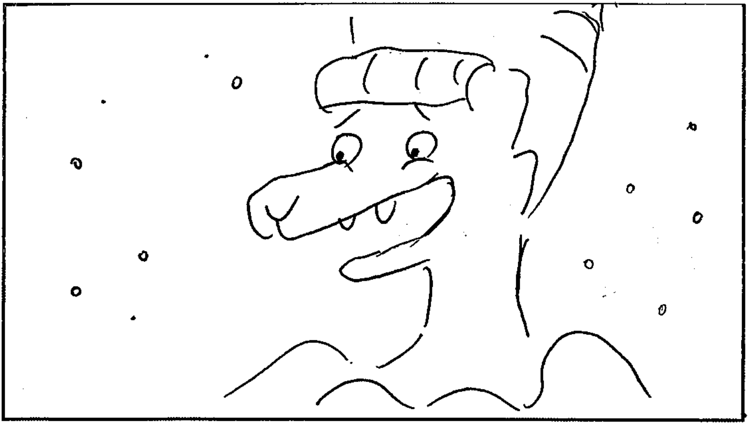
Page

**Sc.** **Pnl.** **Bg.** day nigh



P- DOES IT HAVE TO BE TONIGHT??

**Sc.** **Pnl.** **Bg.** day night



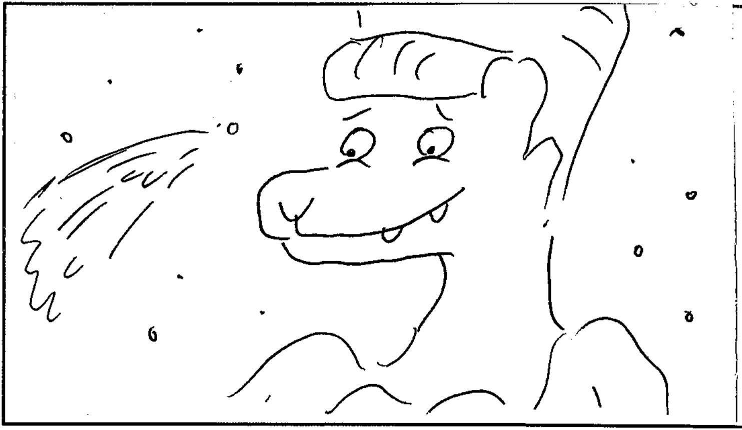
**Dialog:** B-TRUST ME, IT FEELS GOOD TO CARE ABOUT SOMEONE!

**Action:**

**Timing:**

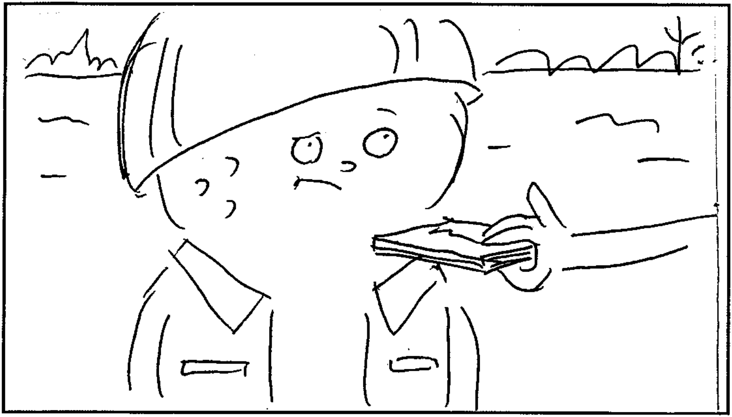
Page

**Sc.** **Pnl.** **Bg.** day night



(star shoots)

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

B - YOU DESERVE TO KNOW THAT FEELING.

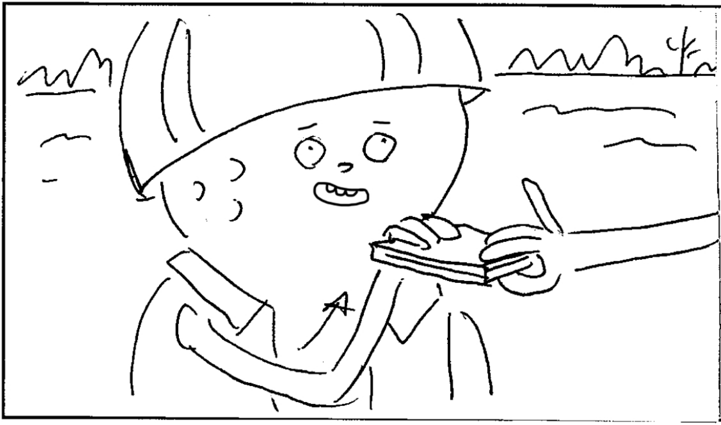
**Action:**

(O/S)

**Timing:**

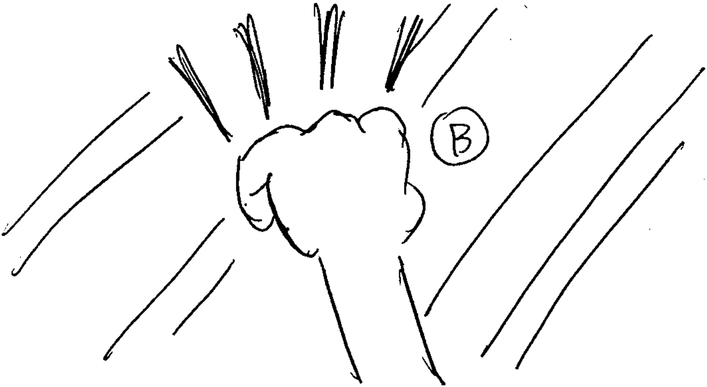
Page

**Sc.** **Pnl.** **Bg.** day nigh



P-DEAL.

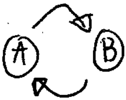
**Sc.** **Pnl.** **Bg.** **day** **night**



**Dialog:**

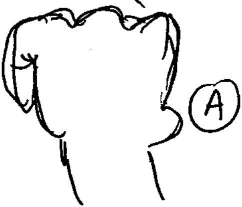
TAP TAP TAP

**Action:**



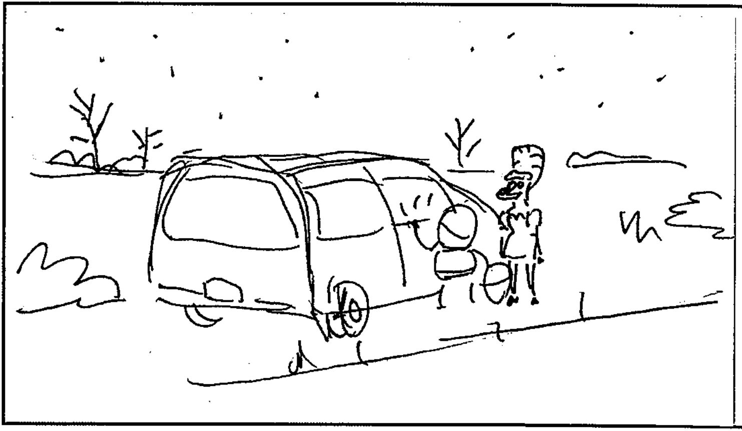
CYCLE 3X

**Timing:**

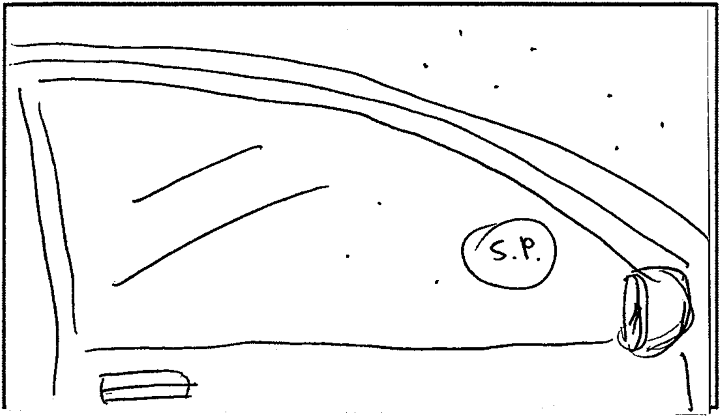


Page

**Sc.** **Pnl.** **Bg.** day night



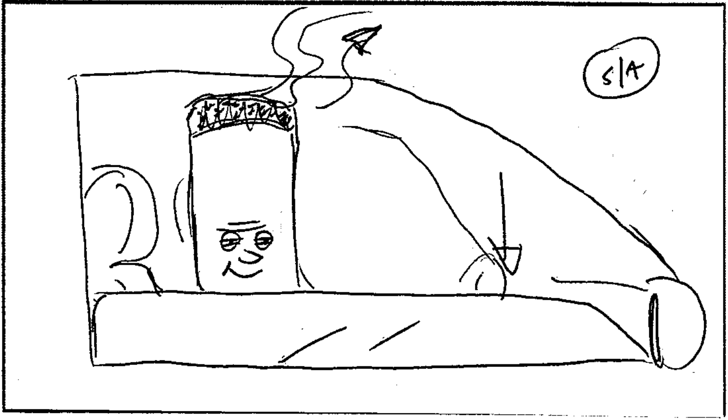
Sc. Pnl. Bg. day night



**Dialog:**

**Action:**

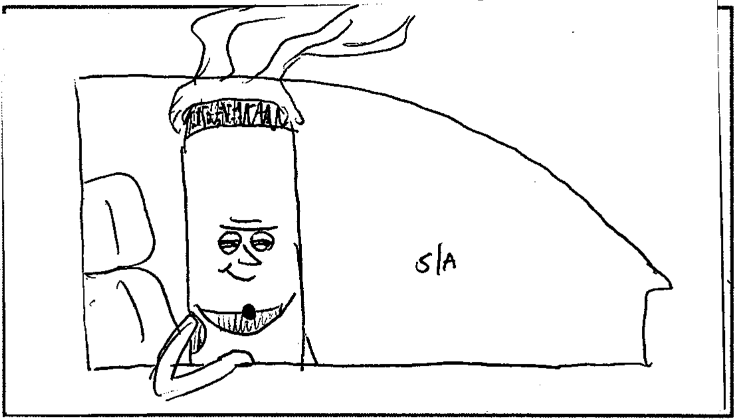
**Timing:**



(window rolls down)

(smoke escapes)

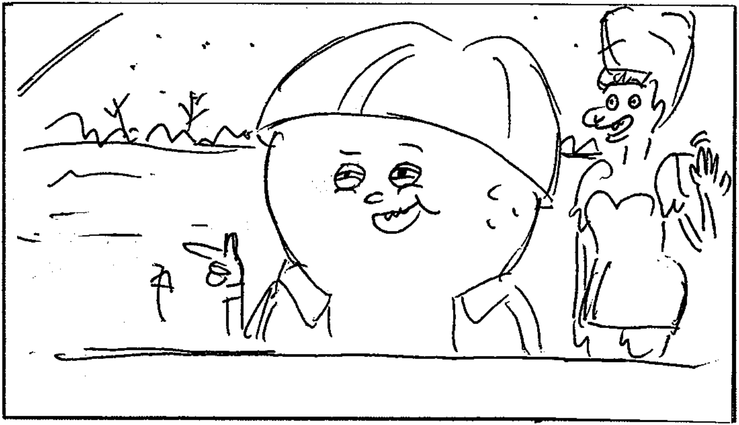
**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

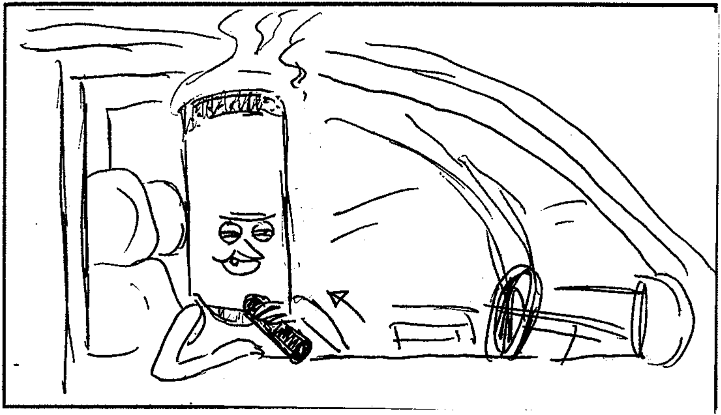
**Action**
(reveal Winchester)

**Timing**



P- HEY WINCHESTER!
YOU READY TO GET
DIRTY?

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

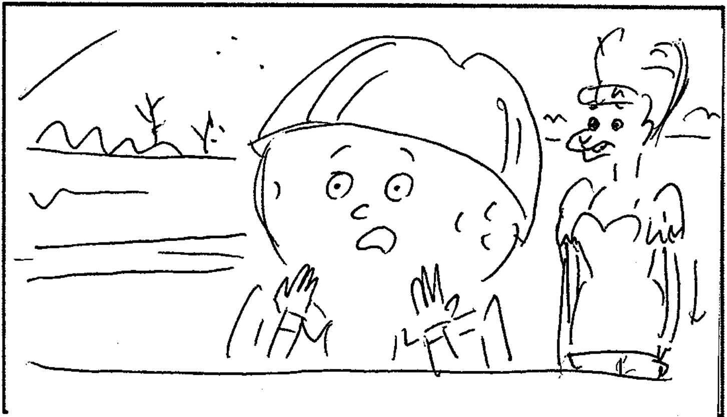
WIN- I'M DINCHESTER.

**Action:**

(raises electrolarynx thing to throat)

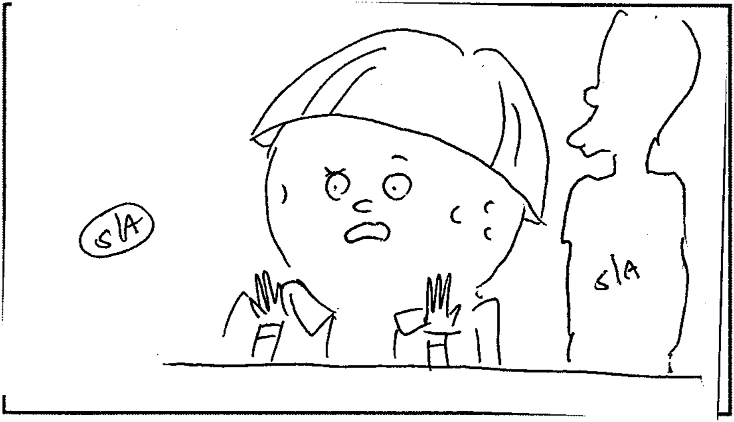
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P - OH! SORRY.

**Sc.** **Pnl.** **Bg.** day night



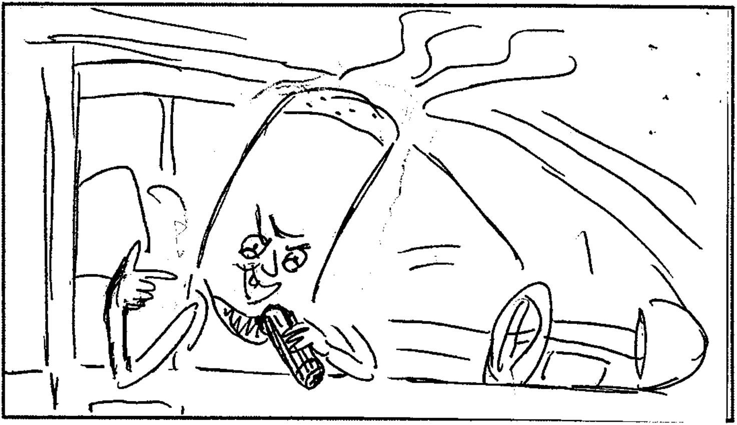
**Dialog:**

P- WHERE'S WINCHESTER?

**Action:**

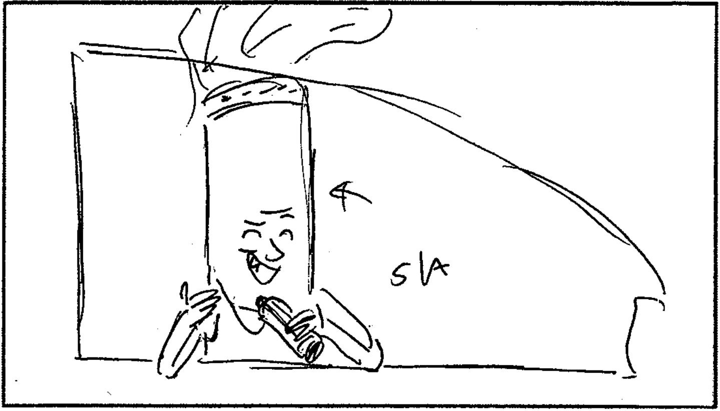
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



WIN- GOTCHA!

**Sc.** **Pnl.** **Bg.** day night

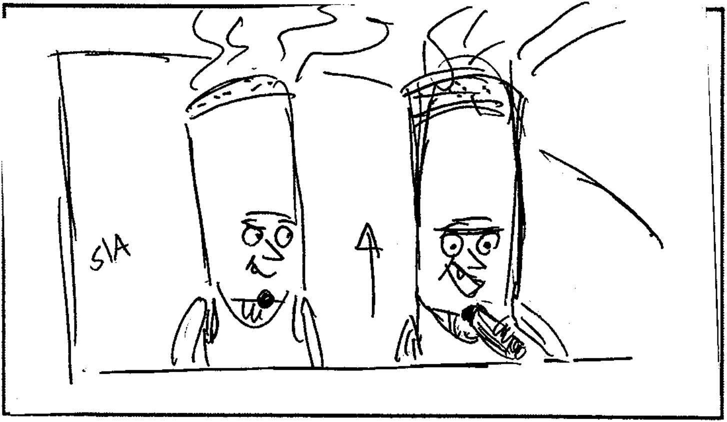


**Dialog** WIN- IT'S ME, WINCHESTER.

**Action**

**Timing**

**Sc.** **Pnl.** **Bg.** day night

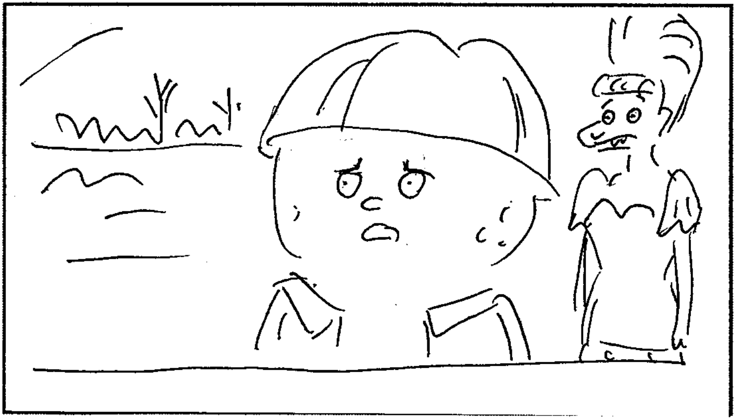


DIN- I'M DINCHESTER.

(Din pops up next to him)

u

**Sc.** **Pnl.** **Bg.** day night



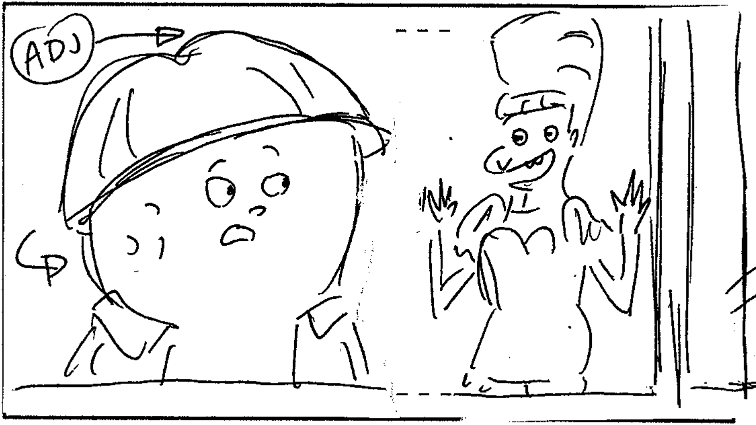
**Dialog:**

P- OH, UH —

**Action:**

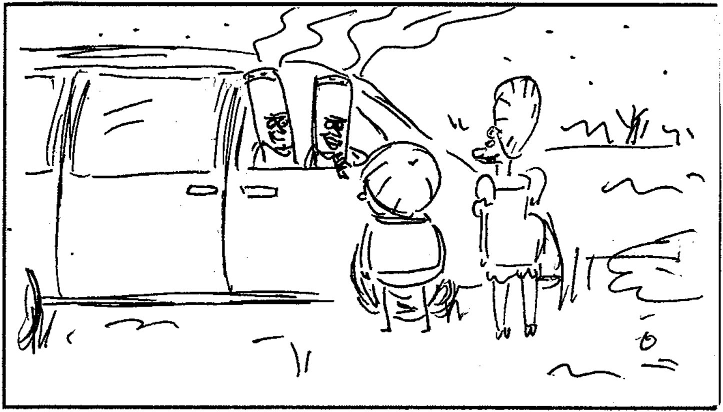
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B - THIS IS FUN!

**Sc.** **Pnl.** **Bg.** day night



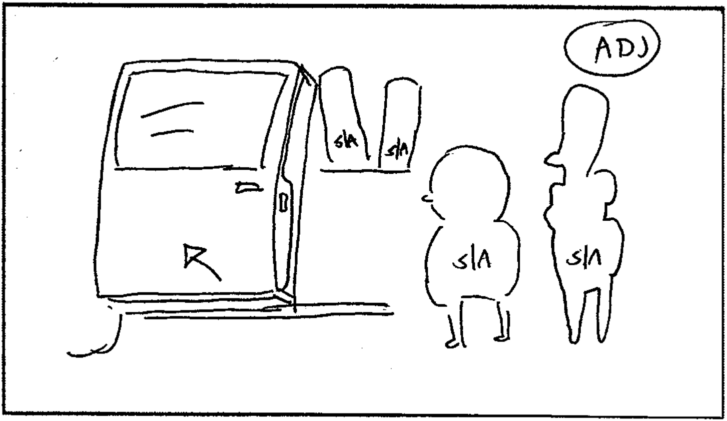
**Dialog:**

DIN- COME ON IN, LADIES.

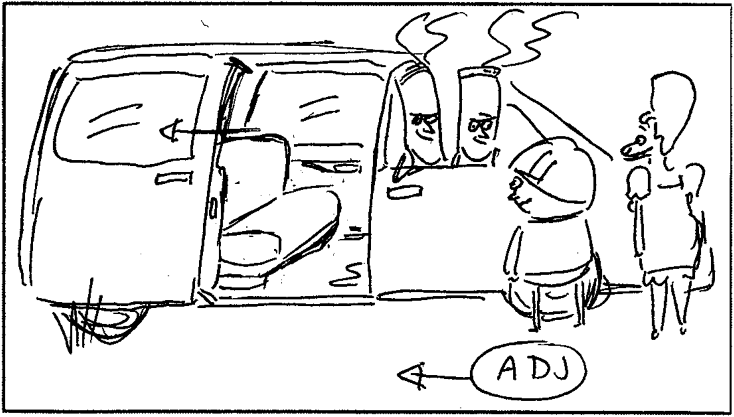
**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night


ADJ
s|A
s|A
s|A
s|A

**Sc.** **Pnl.** **Bg.** day night

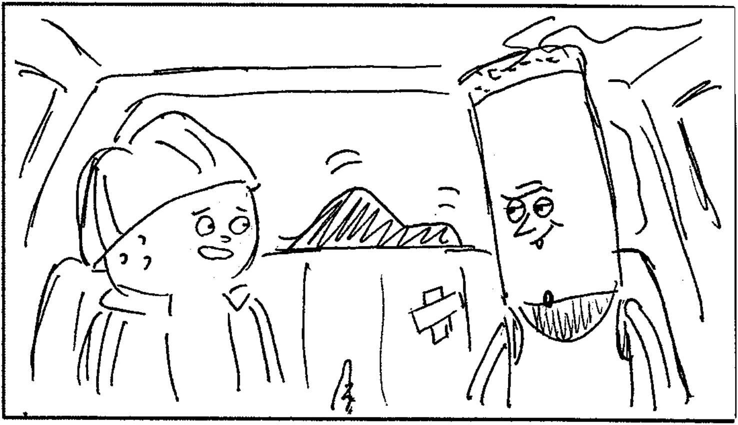


**Dialog:**

**Action:** (minivan door slides open)

**Timing:**

**Sc.** **Pnl.** **Bg.** day night

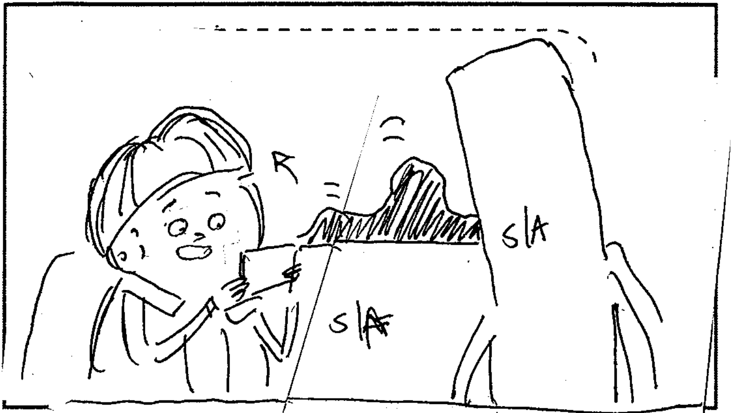


BEV/DIN – ≡SEX SOUNDS≡ (O/S)

P – SO . . .

(P & W in front, B & D in shadowy back row)

**Sc.** **Pnl.** **Bg.** day night



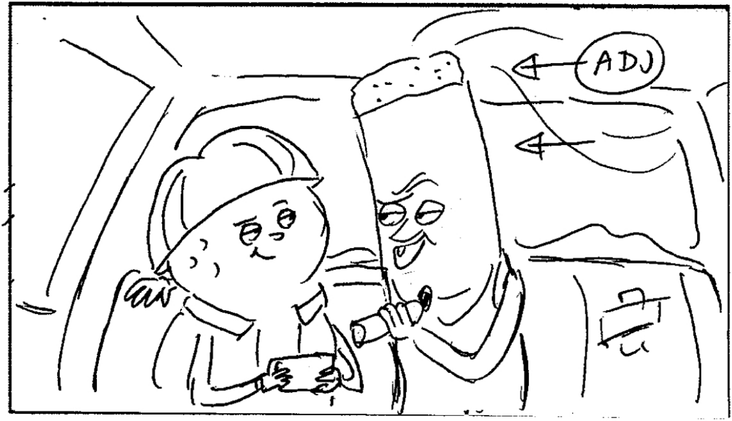
**Dialog:**

P- WHAT KINDS OF THINGS DO YOU LIKE TO DO FOR FUN?

**Action:**

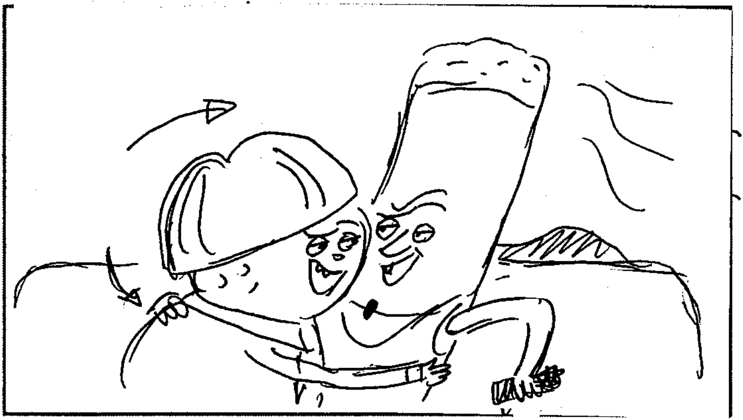
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



W-EHEH HEHE WHY DON'T I SHOW YOU...?

**Sc.** **Pnl.** **Bg.** day night



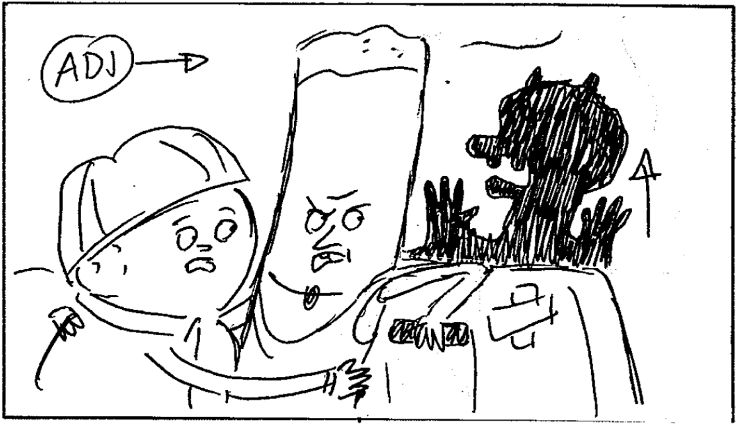
**Dialog:**

P-YEAH... WHY DON'T YOU SHOW ME...?

**Action:**

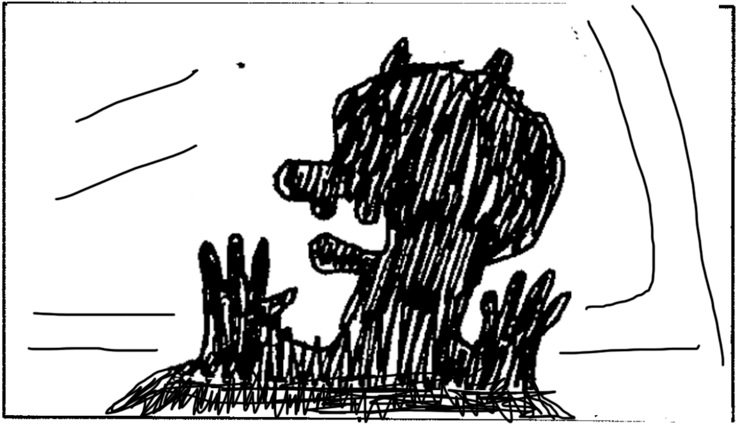
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



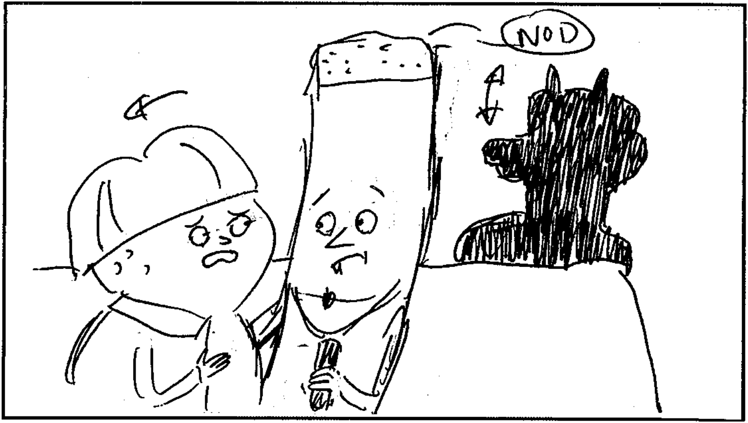
B - NO! NOT YET!

**Sc.** **Pnl.** **Bg.** day night



B - NOT 'TIL YOU ATTACH!

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

P- SORRY,

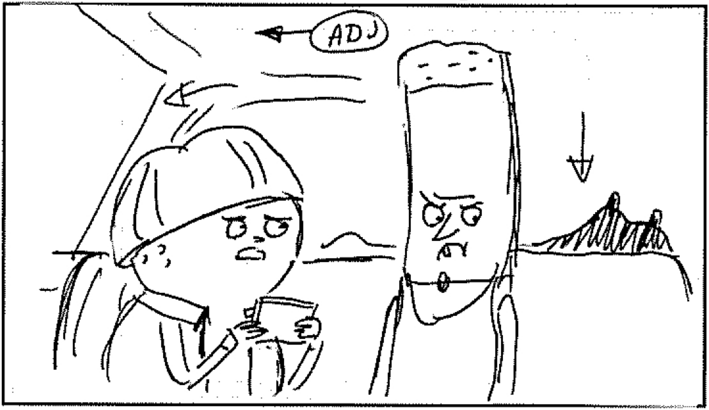
**Action:**

(B nods)

**Timing:**

Page

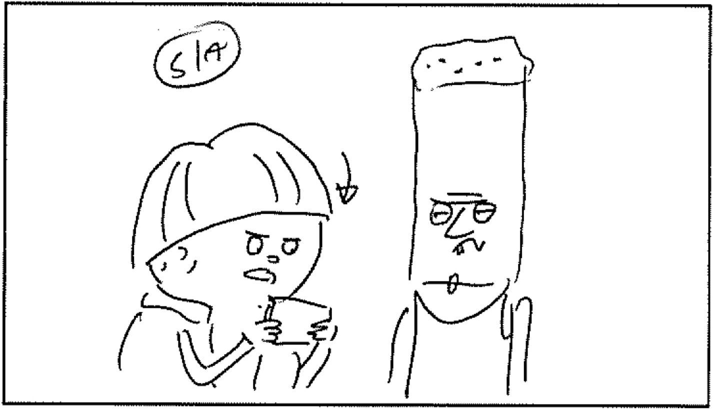
Sc. Pnl. Bg. day night



P-I JUST HAVE A FEW MORE QUESTIONS FIRST.

(B back down)

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

P- "WHAT WAS YOUR FIRST PET?"

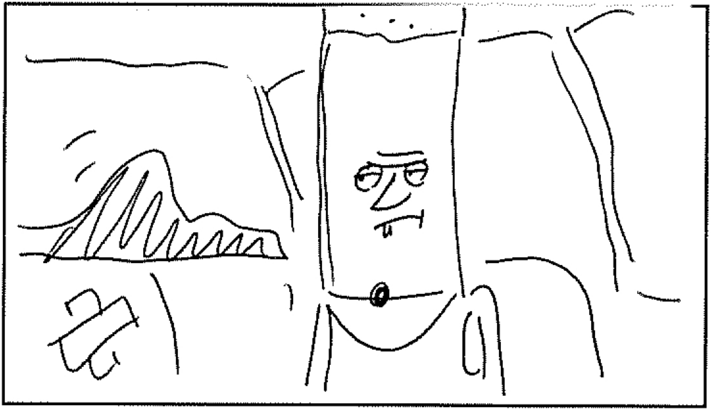
**Action:**

(reading)

**Timing:**

Page

Sc. Pnl. Bg. day night

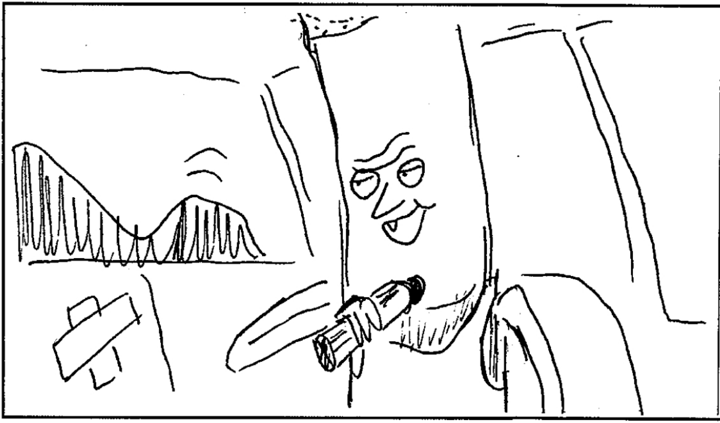


B/D - ≡ SEX NOISES ≡

Page

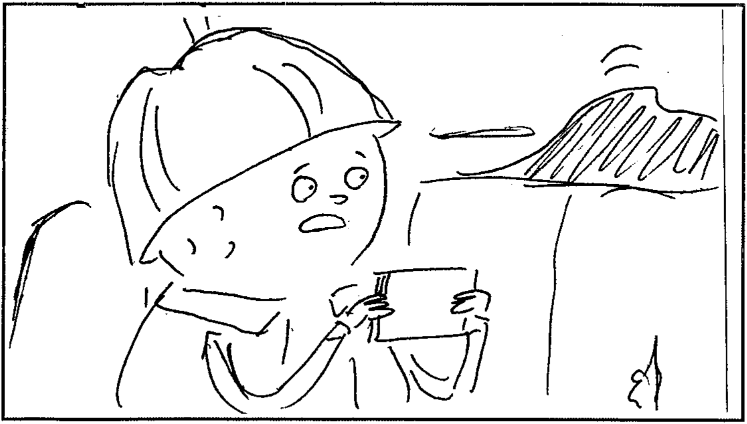
**Sc.** **Pnl.** **Bg.**

day nigh



W- A FURRY WET PUSSY.

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

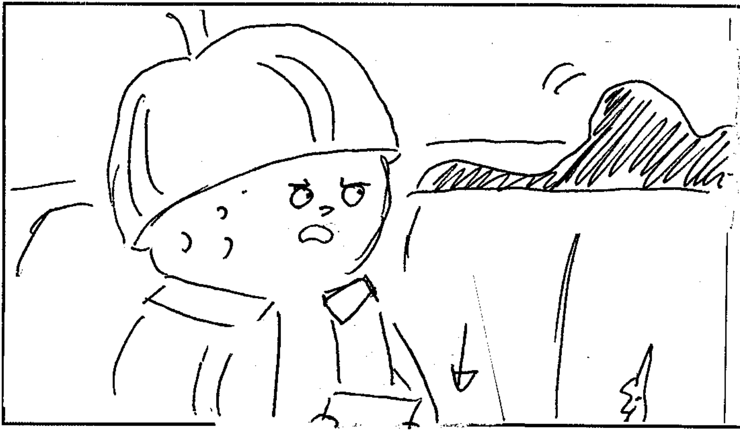
P- REALLY? WHY WAS IT WET?

**Action:**

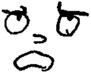
**Timing:**

Page

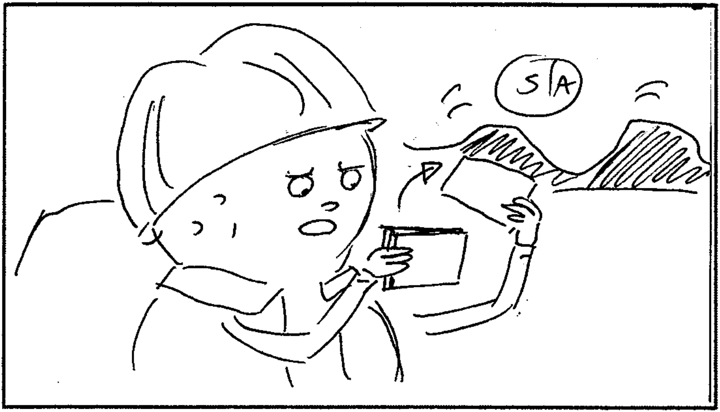
Sc. Pnl. Bg. day night



P- OH. I SEE./OK.

Ⓑ 

**Sc.** **Pnl.** **Bg.** day night

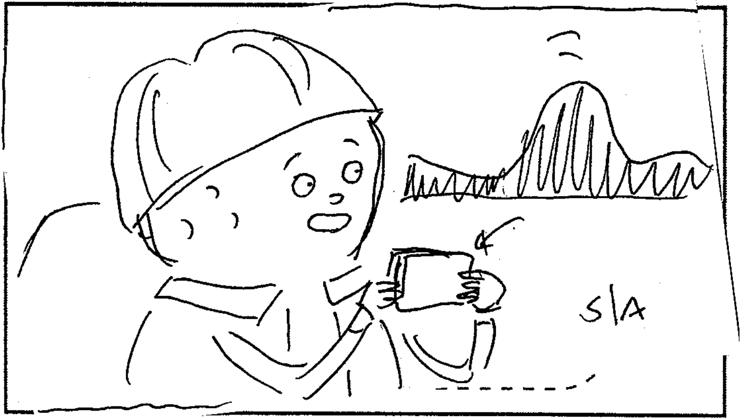


**Dialog:** P- HOW BOUT...

**Action:**

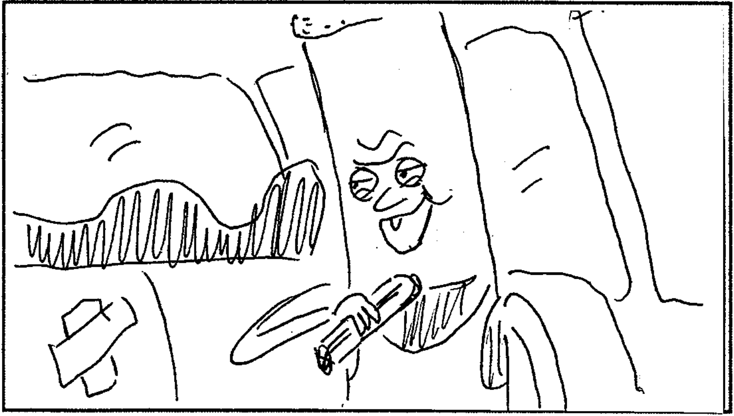
**Timing:**

Sc. Pnl. ght



P- "FOR WHAT IN YOUR
LIFE DO YOU FEEL MOST
GRATEFUL?"

**Sc.** **Pnl.** **Bg.** day night

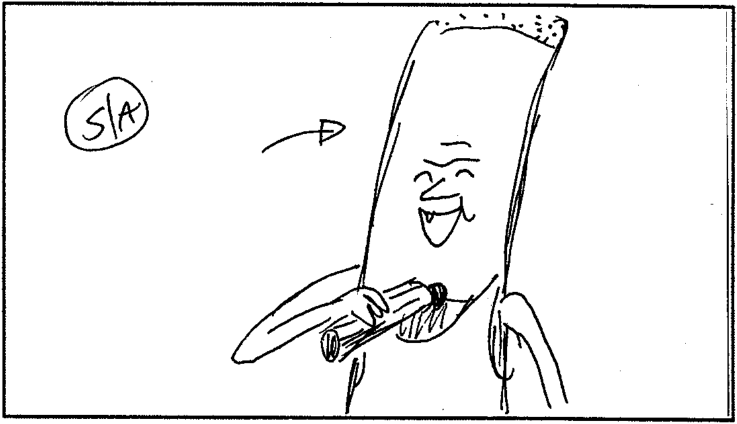


**Dialog:** WIN- A FURRY WET PUSSY,

**Action:**

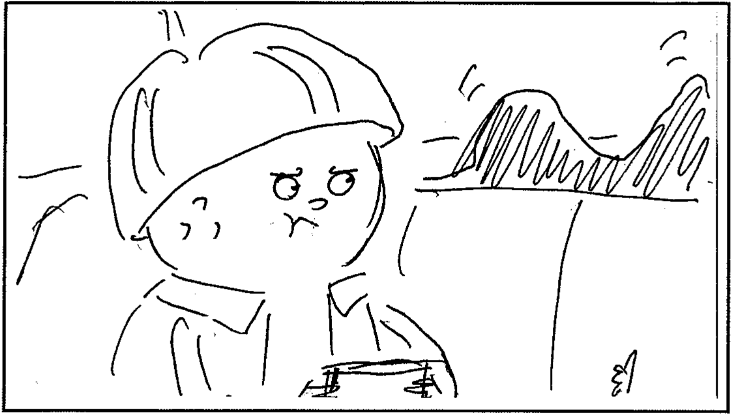
**Timing.**

**Sc.** **Pnl.** **Bg.** day night



WIN- HA HA HA!

**Sc.** **Pnl.** **Bg.** **day** **night**



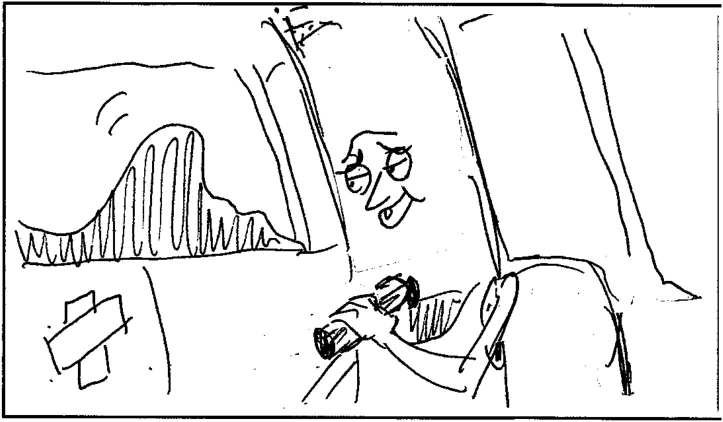
**Dialog:**

**Action:** (Pnon-plussed)

**Timing:**

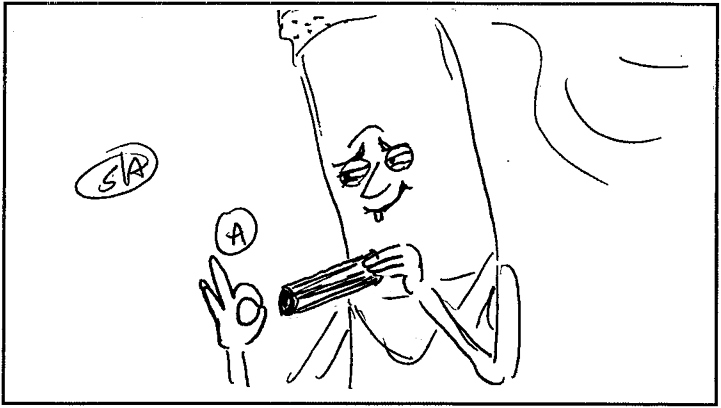
Page

**Sc.** **Pnl.** **Bg.** day nigh



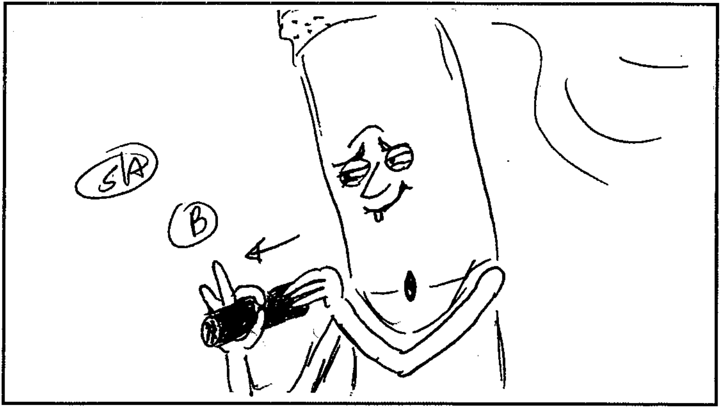
W- COME ON, CAN'T WE JUST DO WHAT WE ALWAYS DO??

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

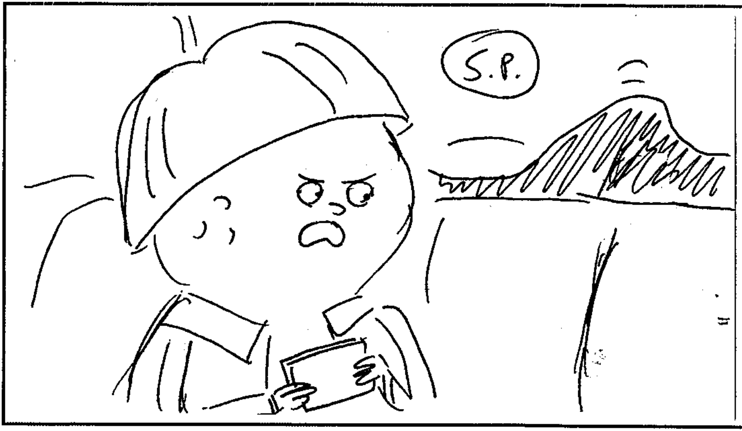
**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

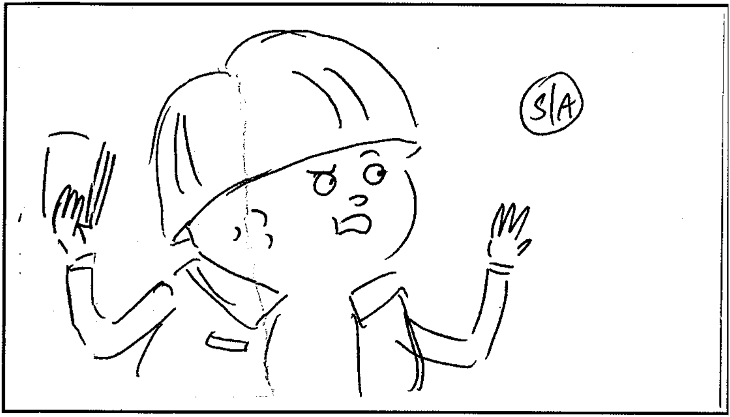
Page

Sc. Pnl. Bg. day night



P-LISTEN- I KNOW IT'S STUPID AND POINTLESS BUT I PROMISED MY FRIEND I'D TRY TO GET TO KNOW YOU,

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

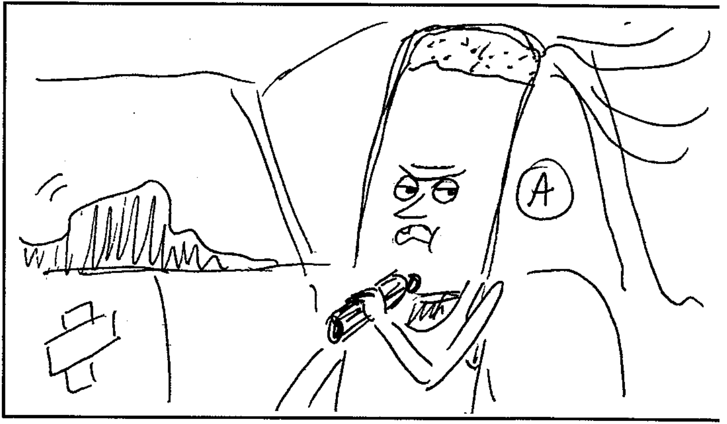
P- SO WILL YOU PLEASE JUST ANSWER THE QUESTIONS HONESTLY?

**Action:**

**Timing:**

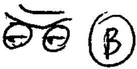
Page

**Sc.** **Pnl.** **Bg.** day nigh

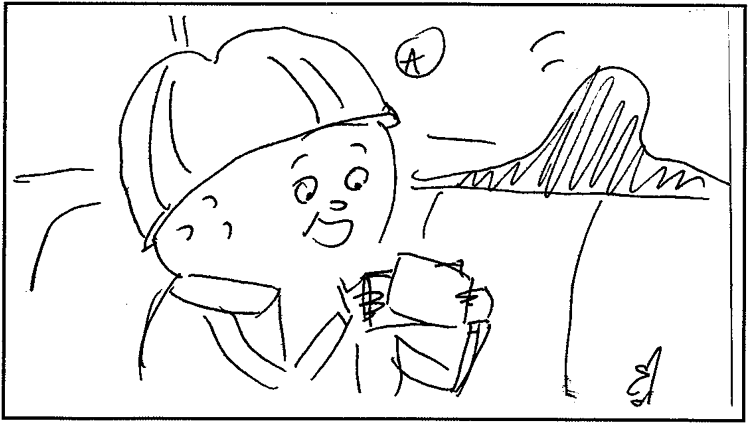


WIN - ALL RIGHT, FINE!

WIN - WHAT'S YOUR NEXT QUESTION?

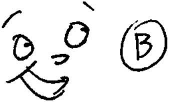


**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

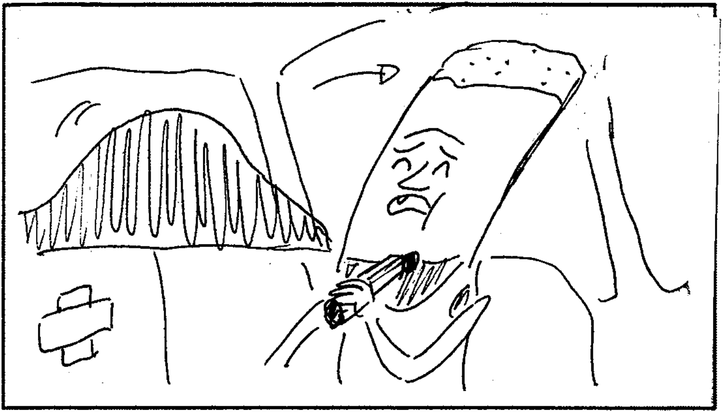
P- "WHAT IS YOUR MOST TERRIBLE MEMORY?"



**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

WIN - ≡HEAVY SIGH≡

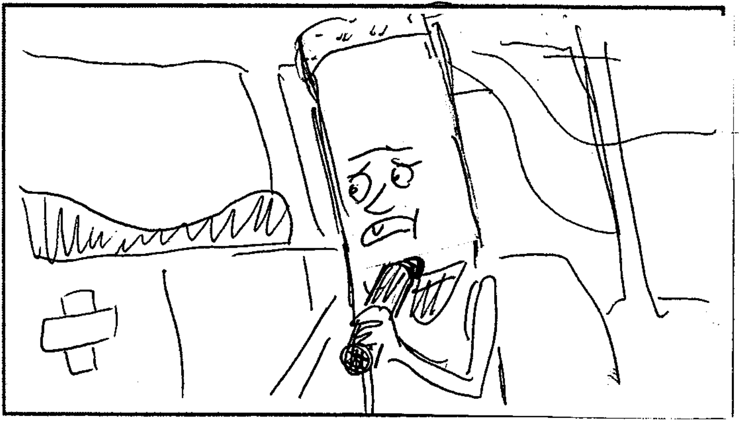
B/DIN - ≡CONTINUING SEX SOUNDS≡

**Action:**

("tip" lights up)

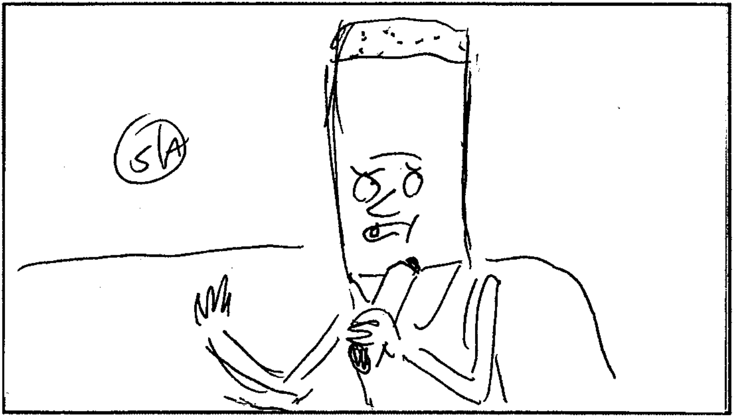
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



WIN - OK, SO...

**Sc.** **Pnl.** **Bg.** day night

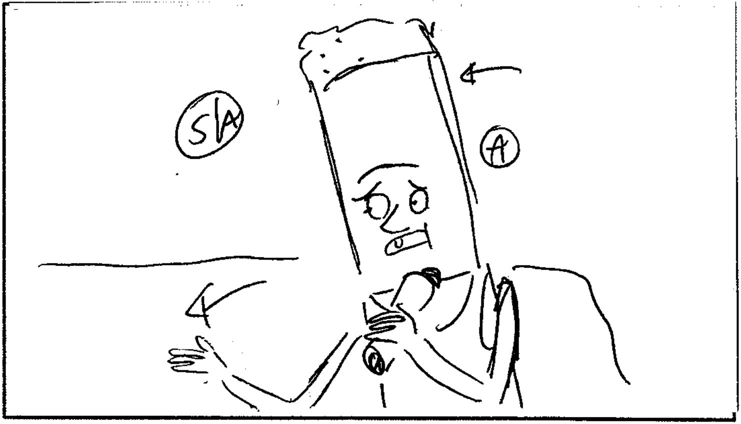


**Dialog:** WIN – THERE USED TO BE A THIRD TWIN – MINCHESTER.

**Action:**

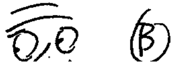
**Timing:**

**Sc.** **Pnl.** **Bg.** day night

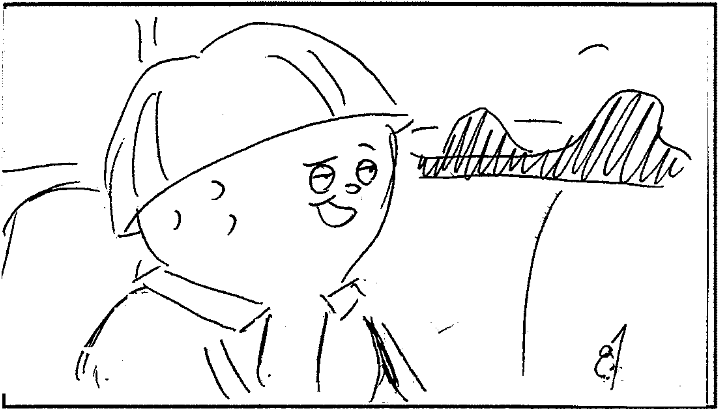


WIN- AND WHEN WE WERE KIDS WE HAD ONE OF THOSE THREE-PERSON BUNK BEDS.

WIN- YOU KNOW, A TRI-TIER?



**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

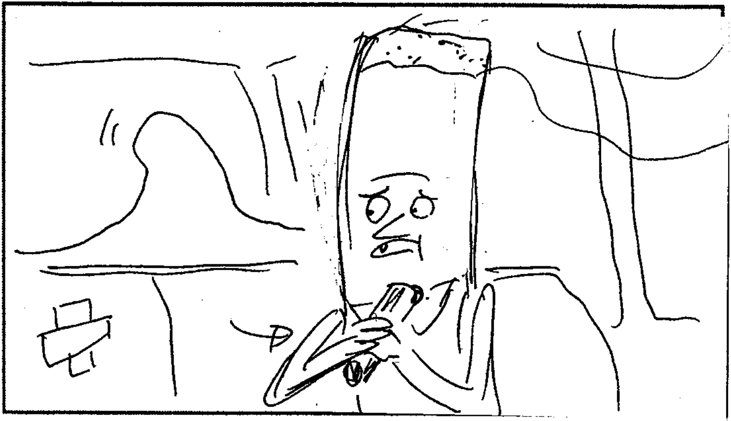
P- NO, I'VE NEVER HEARD OF THAT, BUT KEEP TALKING.

**Action:**

(she's into it)

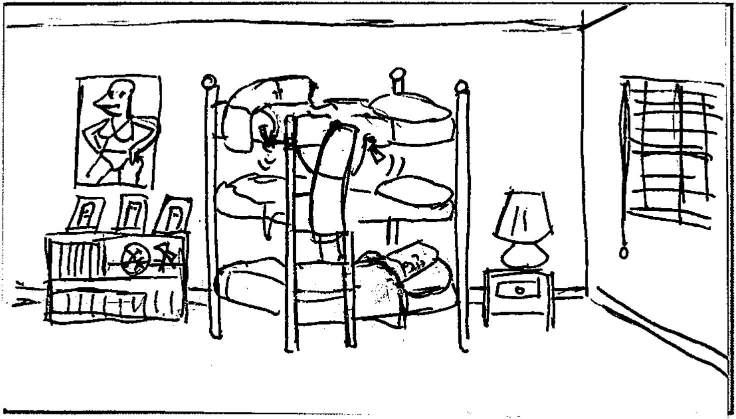
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



W- WELL,

**Sc.** **Pnl.** **Bg.** day night

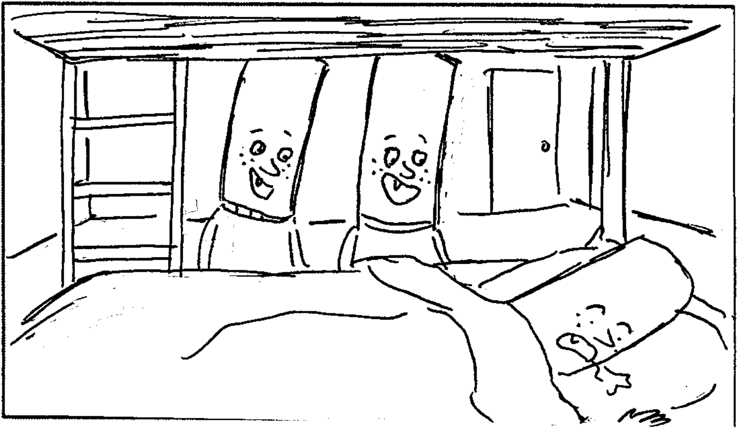


**Dialog:**
W- THIS ONE TIME DINCHESTER
AND I RIGGED IT SO THAT
THE TOP TWO BEDS WOULD
COLLAPSE ONTO THE BOTTOM BED,

**Action:**

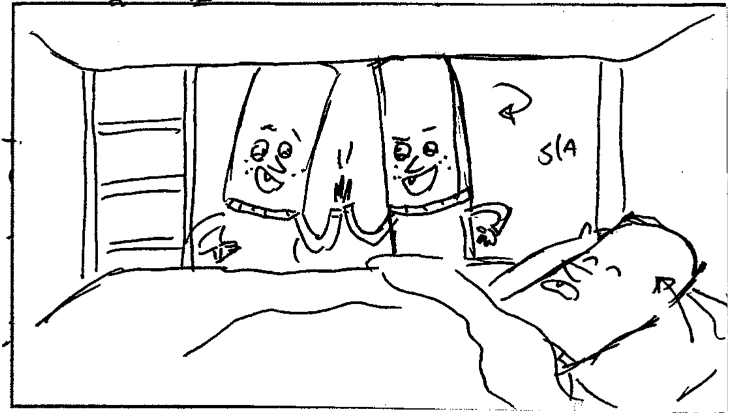
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



W-WHERE MINCHESTER WAS SLEEPING.

**Sc.** **Pnl.** **Bg.** day night



**Dialog:** WIN - WE THOUGHT IT WOULD BE FUNNY BUT...

**Action:** (they high-five)

**Timing:**

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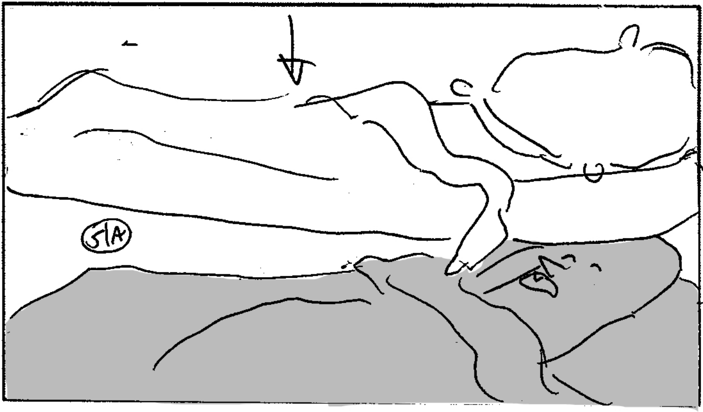
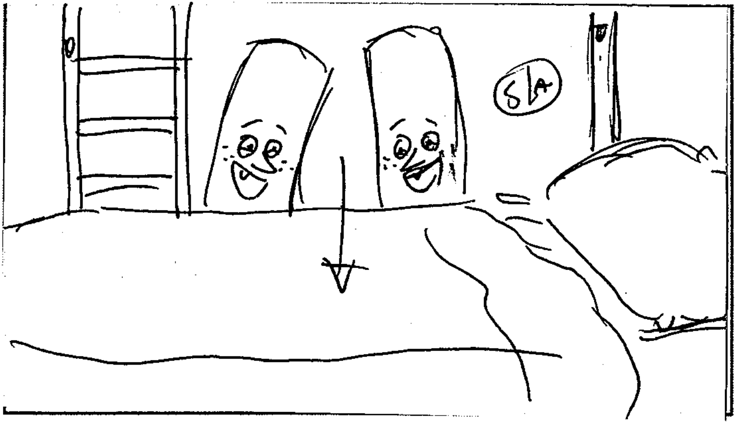
Page______

**Sc.** **Pnl.** **Bg.** day night



**Sc.** **Pnl.** **Bg.** day night

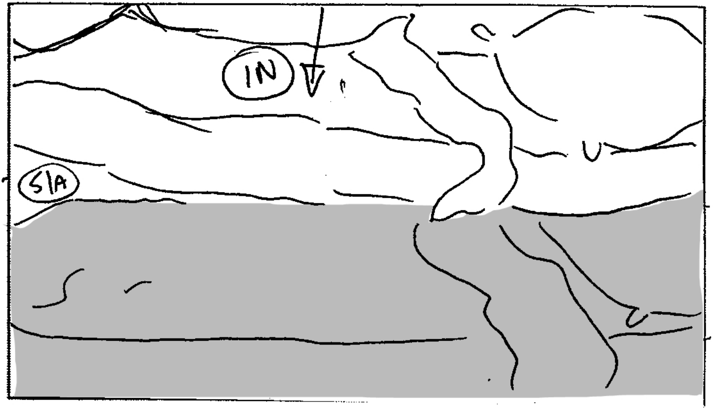


**Dialog:**

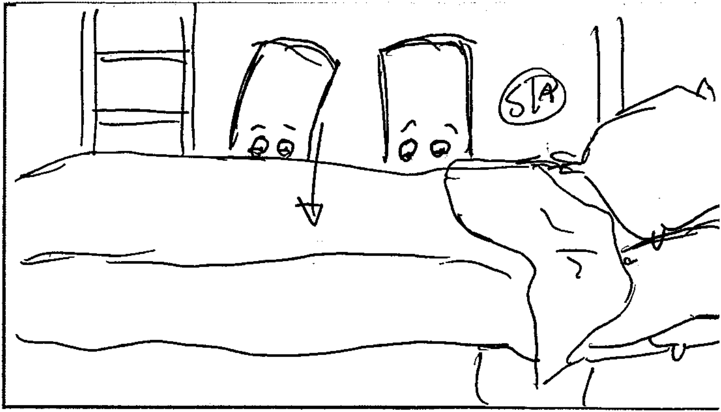
**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

**Action:**

**Timing:**

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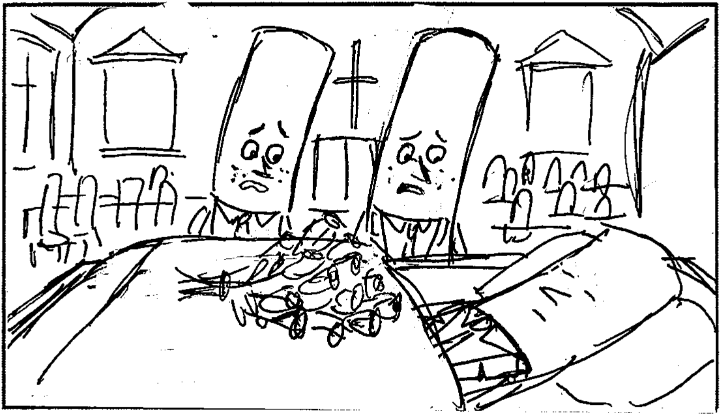
**Sc.** **Pnl.** **Bg.** day night

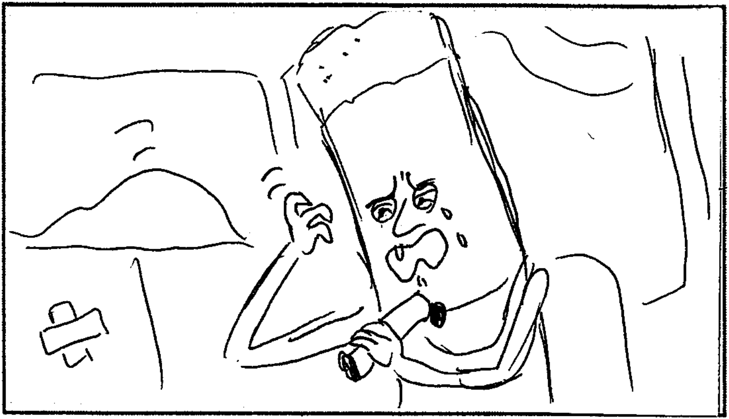


**Dialog:** WIN - THEN HE DIED.

**Action:**

**Timing:**

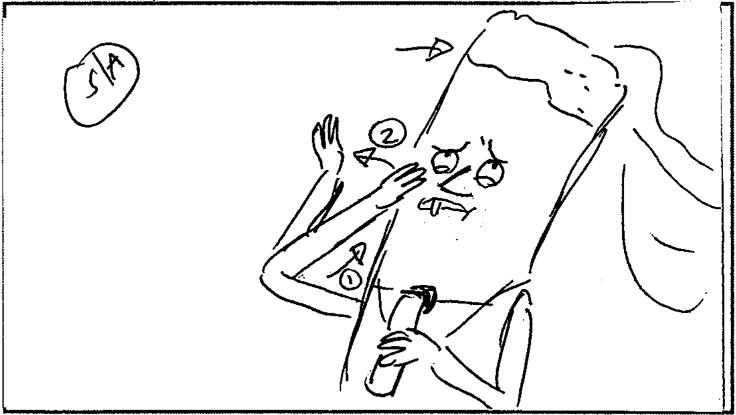
**Sc.** **Pnl.** **Bg.** day night



≡SEX SOUNDS≡

W-I'LL CARRY THAT GUILT WITH ME ALWAYS.

**Sc.** **Pnl.** **Bg.** day night



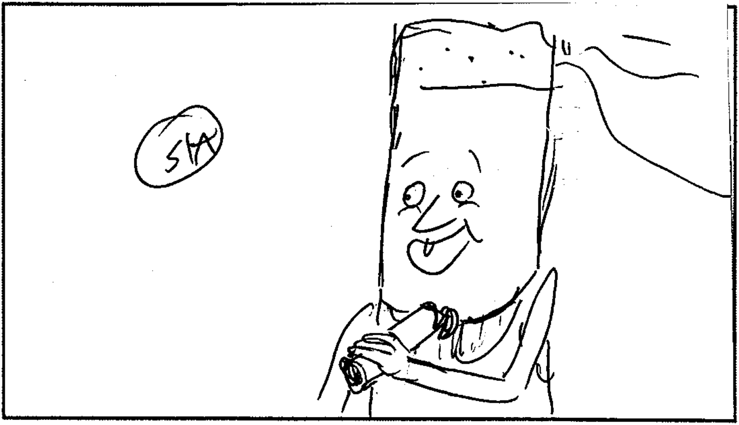
**Dialog:**

W- ⁼SNIF⁼ ⁼EXHALE⁼

**Action:** (wipes tears)

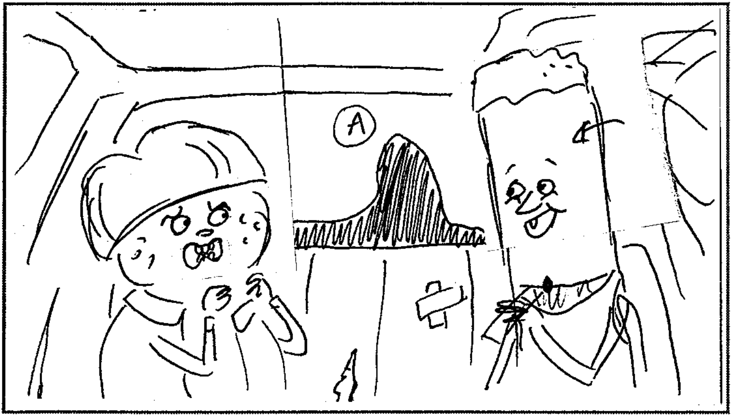
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



W-SO CAN WE HAVE SEX NOW?

Sc. Pnl. Bg. day night

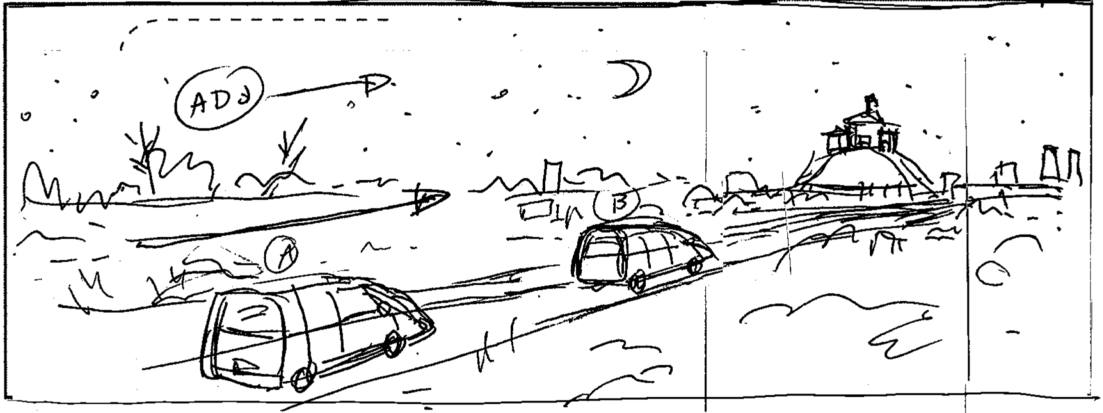


Dialog:

Action:

Timing:

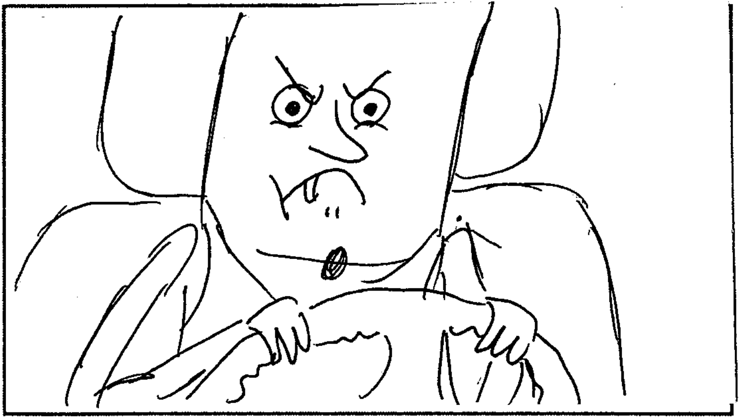
**Sc.** **Pnl.** **Bg.** day night **Sc.** **Pnl.**



**Action:** (minivan speeds down the road)

**Timing:**

**Sc.** **Pnl.** **Bg.** day night

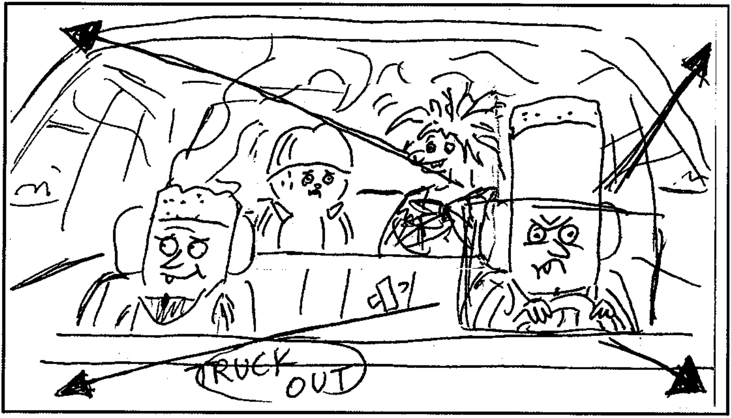


**Dialog:**

**Action:** (W angry behind the wheel)

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



**Dialog:** ~SQUISHY SOUNDS FROM BOUNCING AROUND~

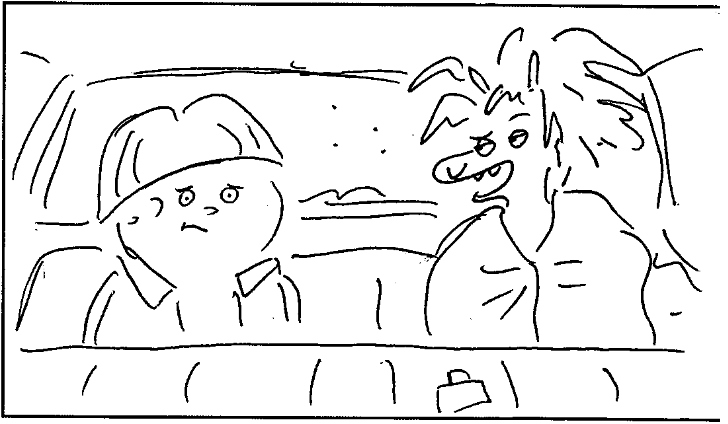
**Action:** (P & B in back, W & D in front)

**Timing:**

**Sc.** **Pnl.** **Bg.**

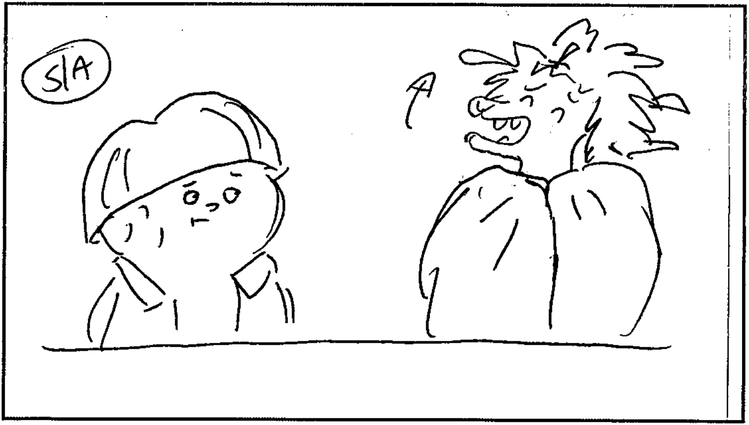
Page

day nigh



B-WELL, YOU WERE RIGHT ABOUT GETTING MY HEAD OUT OF THE GAME!

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

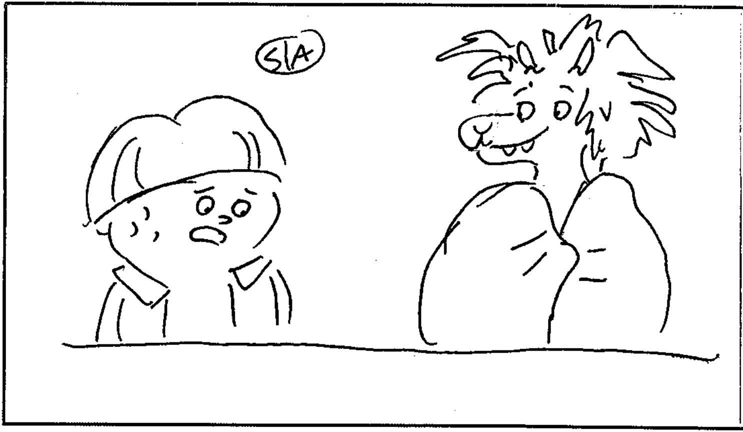
B-WHAT A RIDE!

**Action:**

**Timing:**

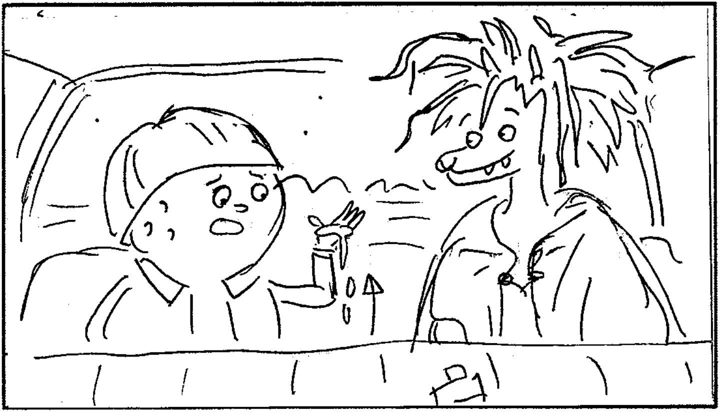
Page

Sc. Pnl. Bg. day night



P- YEAH, LOOKS LIKE IT...

**Sc.** **Pnl.** **Bg.** day night

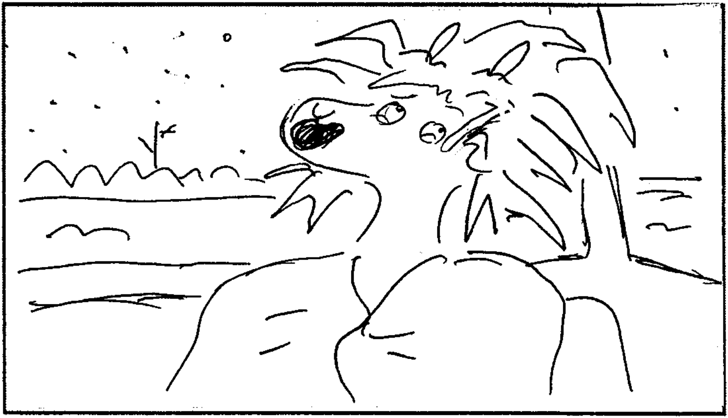


**Dialog:**
P-WHAT DID YOU GUYS DO BACK HERE??

**Action:**
(lifts dripping hand)

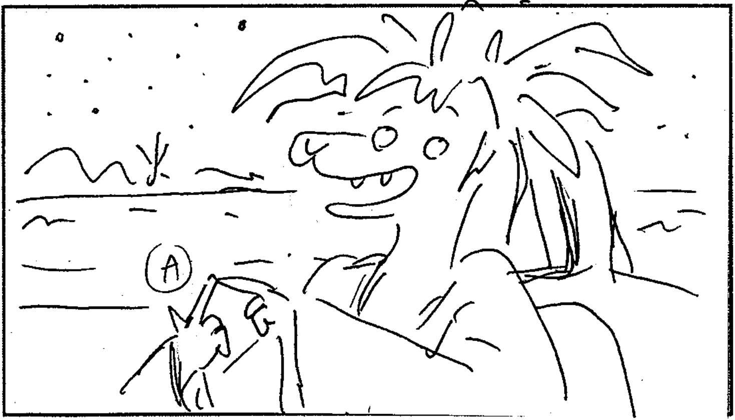
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



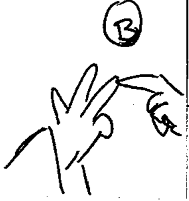
B- ≡HOO! ≡...

**Sc.** **Pnl.** **Bg.** day night



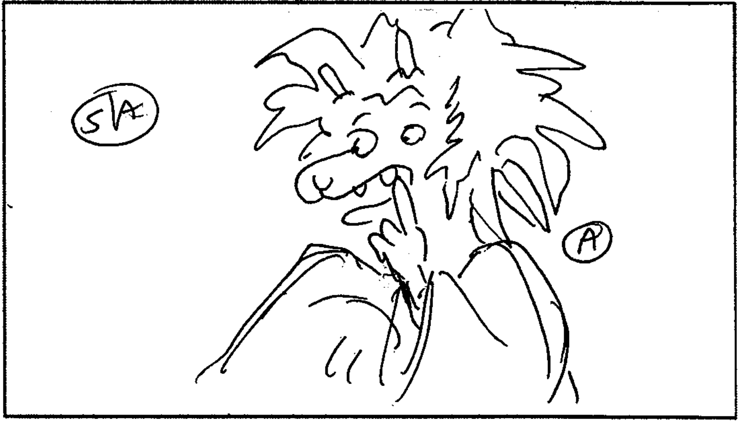
**Dialog:** β-FRONT STUFF, BACK STUFF,

**Action:**

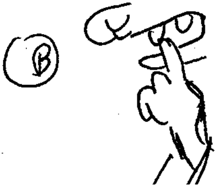


**Timing:**

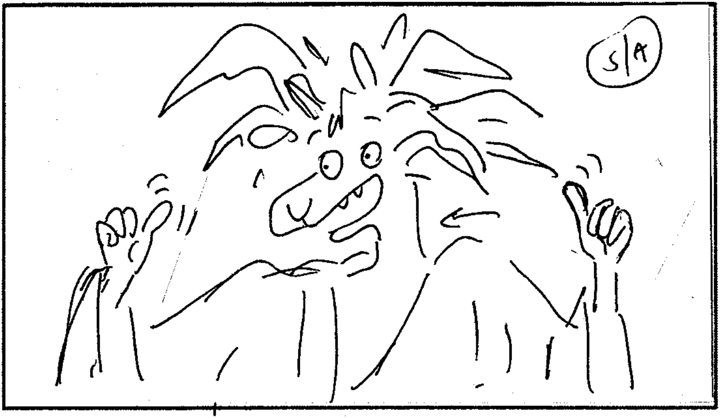
**Sc.** **Pnl.** **Bg.** day night



B- ORAL, DENTAL,



**Sc.** **Pnl.** **Bg.** day night



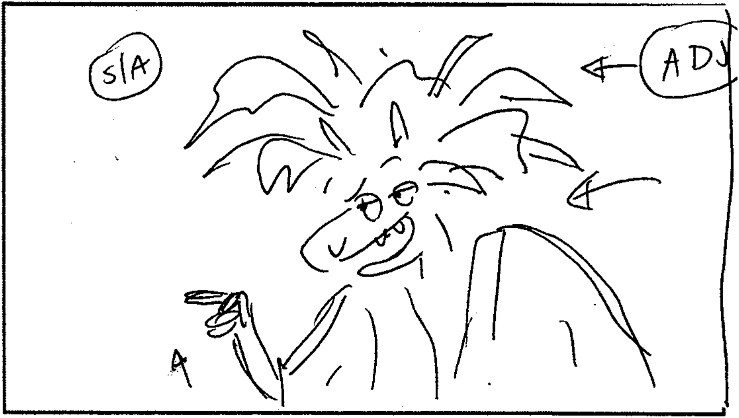
**Dialog:**

B - A THING WITH THE THUMBS...

**Action:**

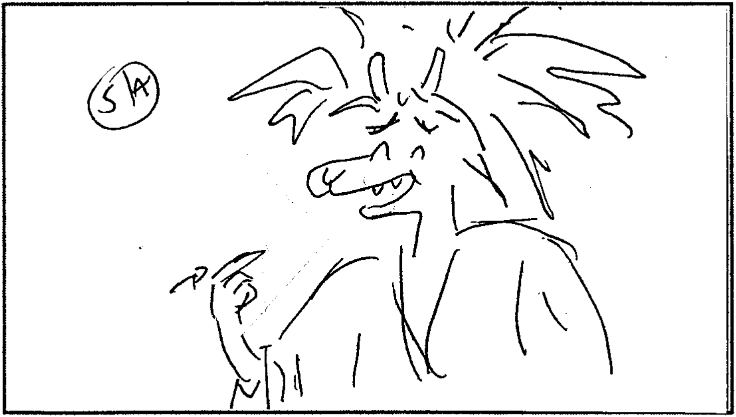
**Timing:**

Sc. Pnl. Bg. day night



B - THE ONLY THING WE DIDN'T DO

**Sc.** **Pnl.** **Bg.** day night



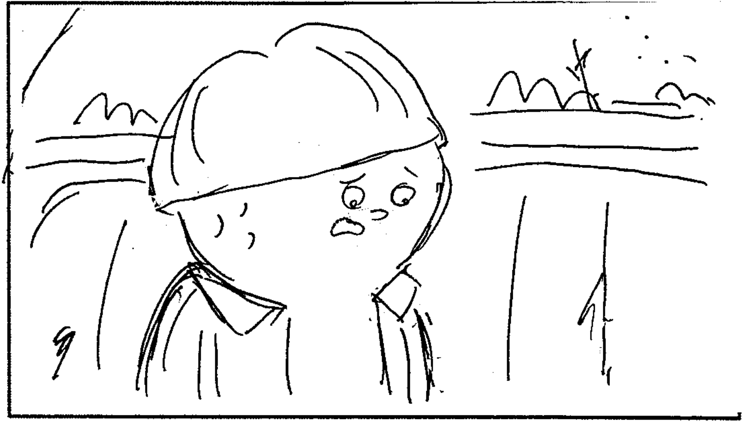
**Dialog:**

B- IS THE ONE I'M SAVING FOR MY SWEETIE.

**Action:**

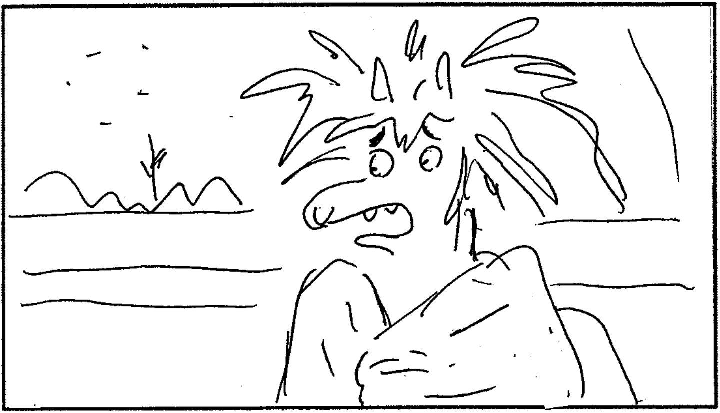
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P- THAT'S GREAT, I'M REALLY HAPPY FOR YOU.

**Sc.** **Pnl.** **Bg.** day night

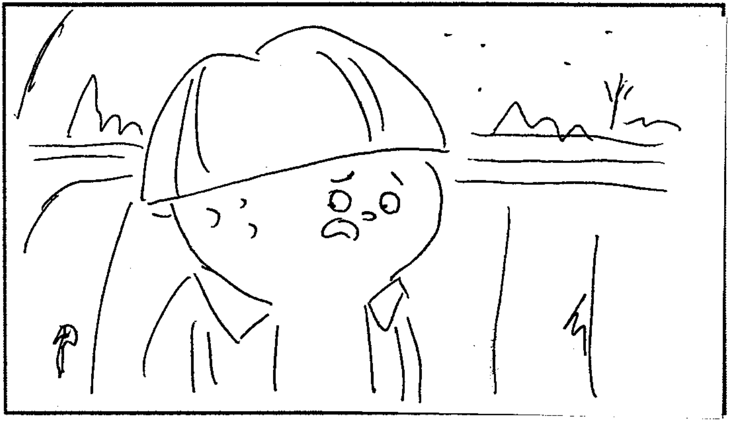


**Dialog:** B - WHAT'S WRONG?

**Action:**

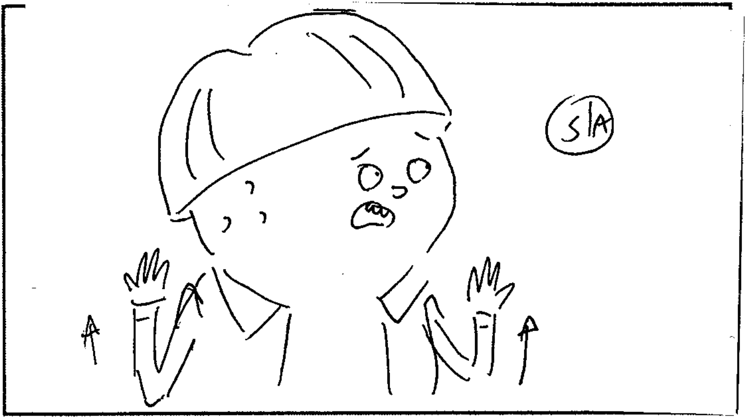
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P- NOTHING, IT'S JUST...

**Sc.** **Pnl.** **Bg.** day night

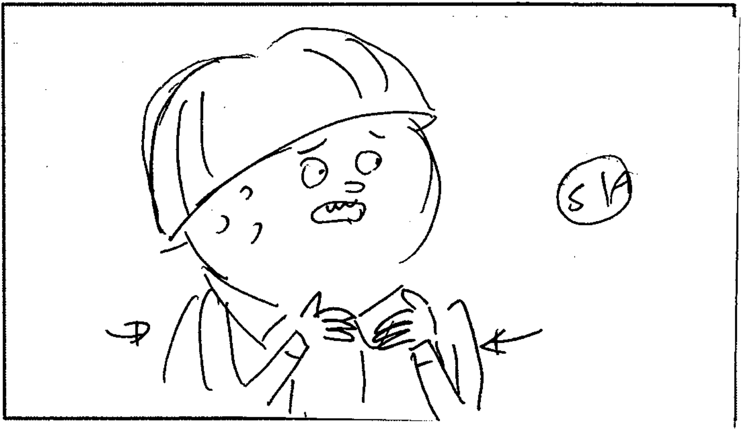


**Dialog:** P-I DID WHAT YOU SAID AND I THINK IT WAS ACTUALLY WORKING!

**Action:**

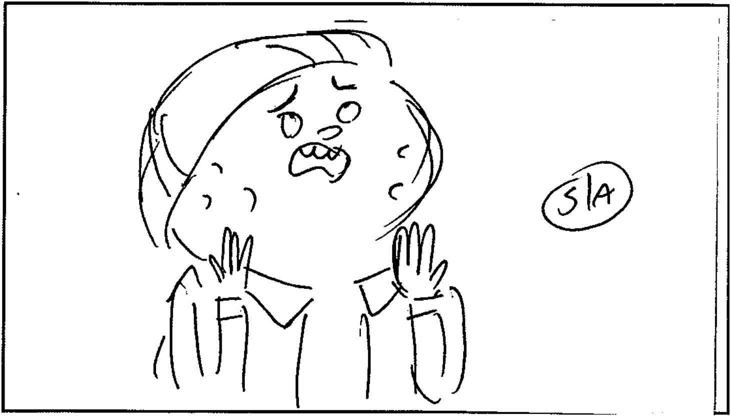
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P- LIKE I THINK I HAD
A LEGIT FEELING BREWING!

**Sc.** **Pnl.** **Bg.** day night



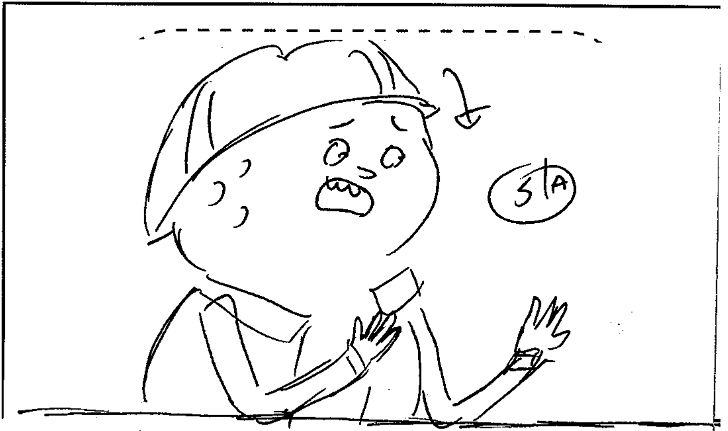
**Dialog:** P-BUT THEN IT TOOK A TURN AND I DIDN'T GET EMOTIONALLY OR PHYSICALLY PENETRATED!

**Action:**

**Timing:**

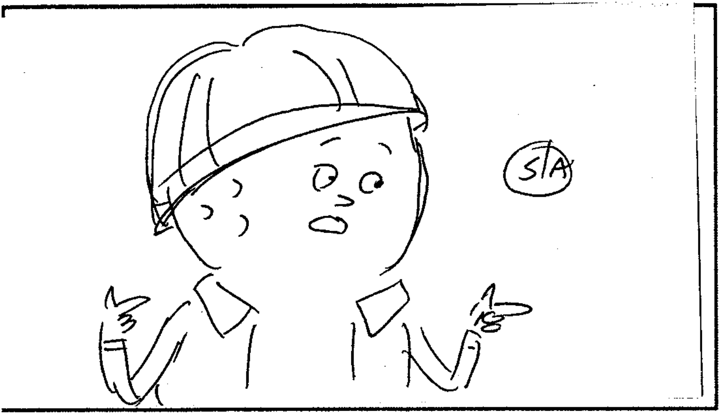
Page

**Sc.** **Pnl.** **Bg.** day nigh



P- AND IT TURNS OUT WINCHESTER IS A STRAIGHT-UP MURDERER!

**Sc.** **Pnl.** **Bg.** day night



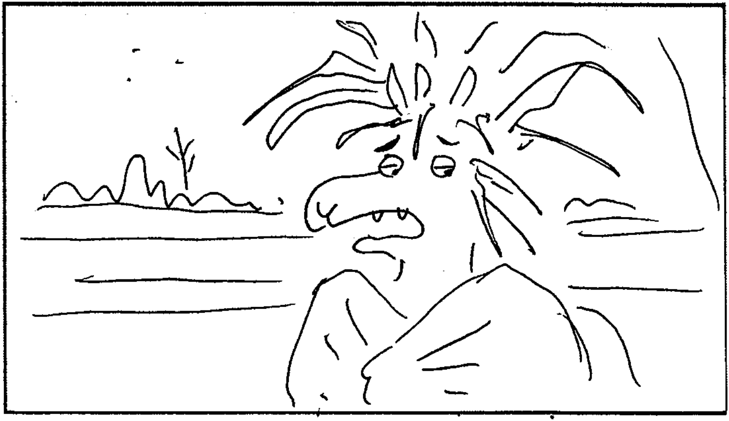
**Dialog**

P- DINCHESTER TOO, BY THE WAY.

**Actio**

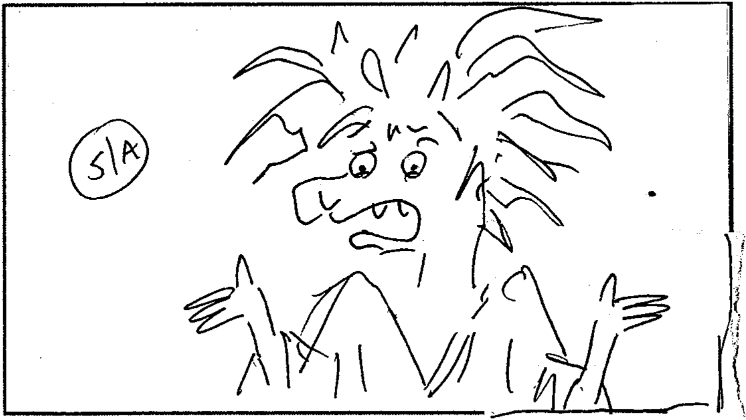
**Timi**

Sc. Pnl. Bg. day night



B- I CAN'T SAY THAT
MURDERING BIT IS ALL THAT
SURPRISING—

**Sc.** **Pnl.** **Bg.** day night

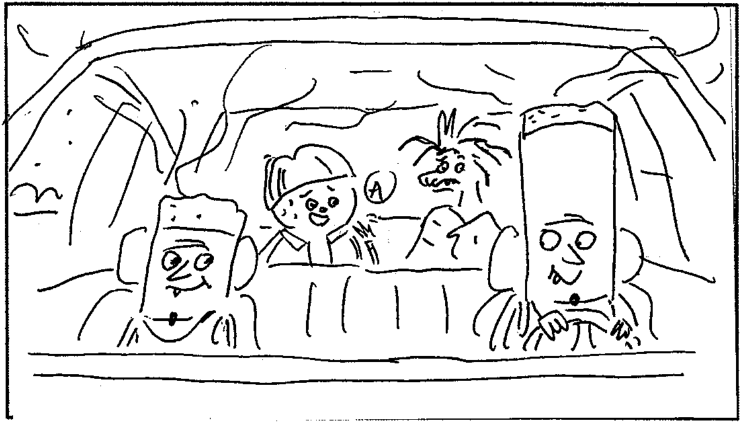


**Dialog:** B - THESE GUYS ARE GROSS!

**Action:**

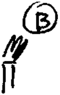
**Timing**

**Sc.** **Pnl.** **Bg.** day night



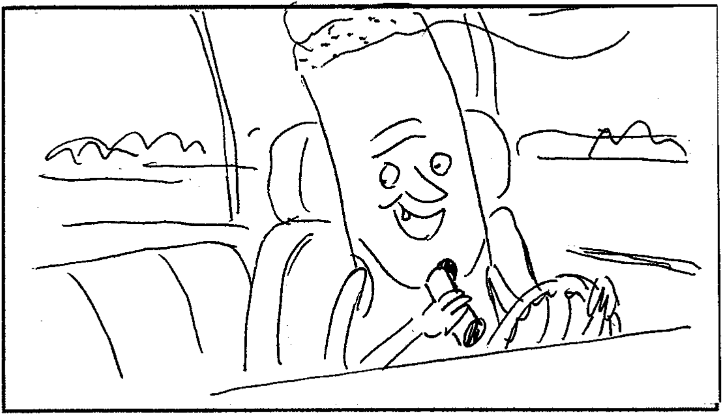
P- HA HA YEAH, BUT THAT VOICE...!

(P fanning herself)



CYCLE Ⓐ to Ⓑ

**Sc.** **Pnl.** **Bg.** day night

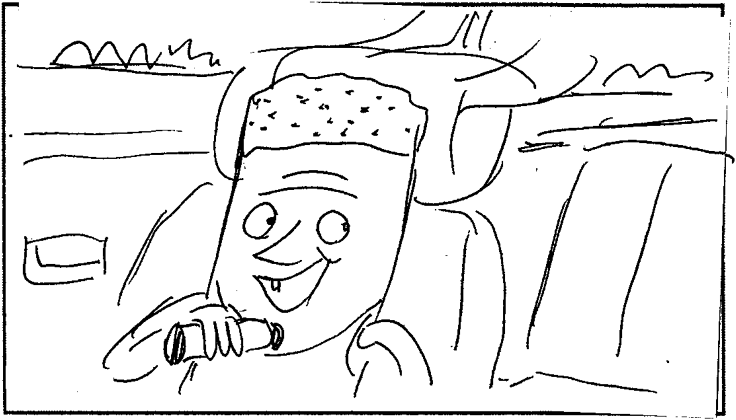


**Dialog:** WIN- HEH HEH HEH

**Action:** (guys in front)

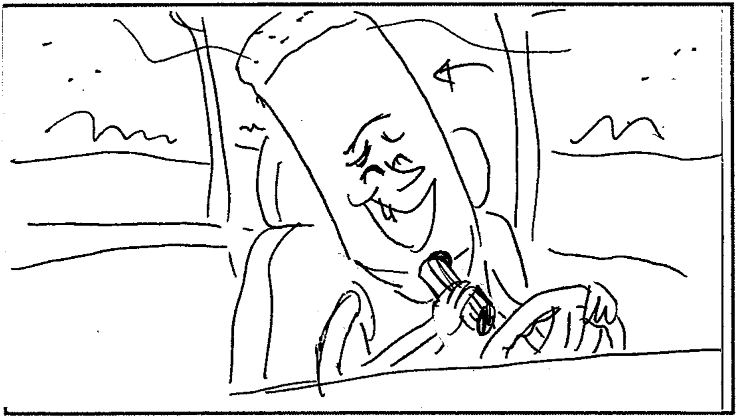
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



DIN- HEH HEH HEH

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

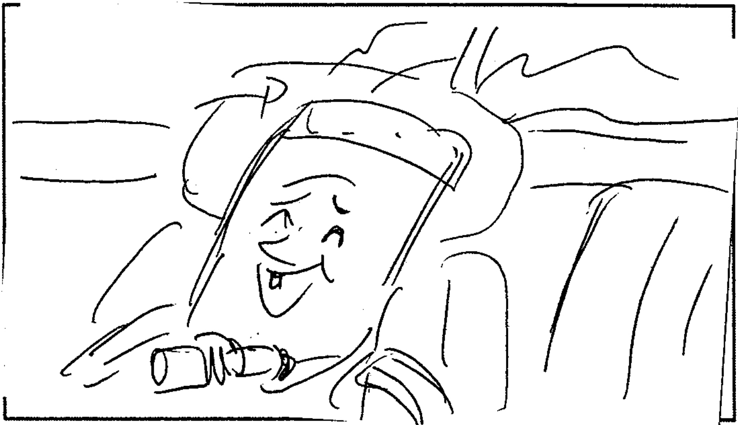
WIN- HA HA HA !!!

**Action:**

(laughter more intense)

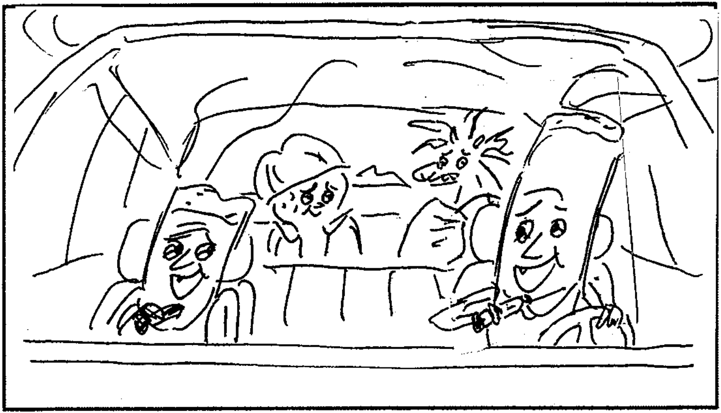
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



DIN- HA HA HA!!

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

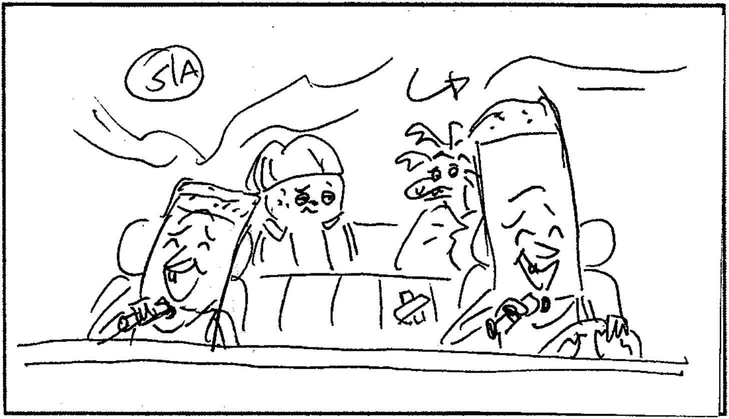
W/D- HA HA HA HA!!

**Action:**

(laughter even more intense)

**Timing:**

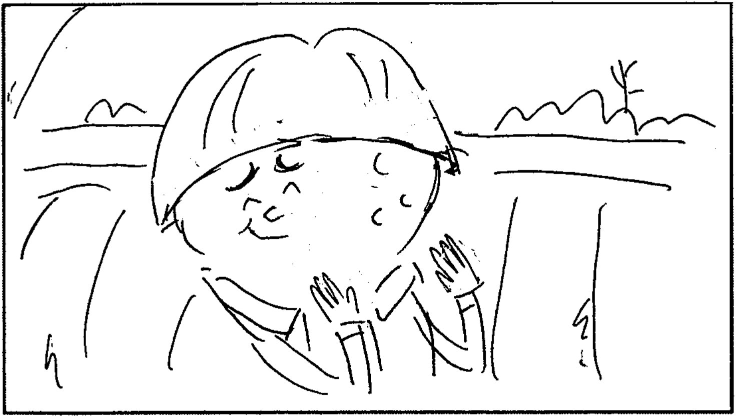
**Sc.** **Pnl.** **Bg.** day night



≡ INTENSE STATIC ≡

(laughing so hard it doesn't even sound like ~~static~~ laughing anymore)

**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

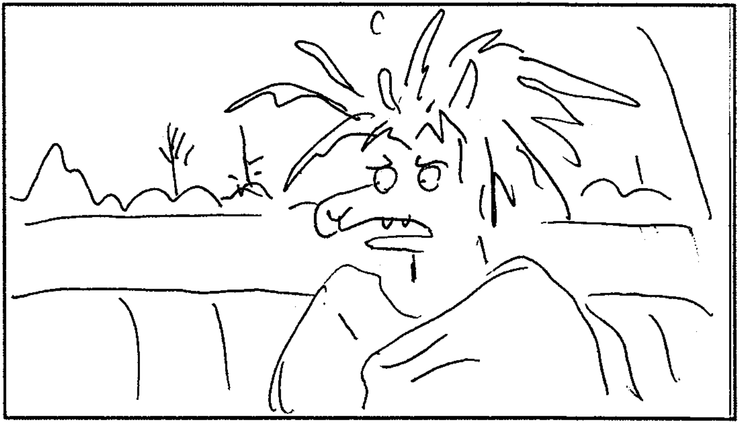
P- MMM... MM-M!

**Action:**

(into it)

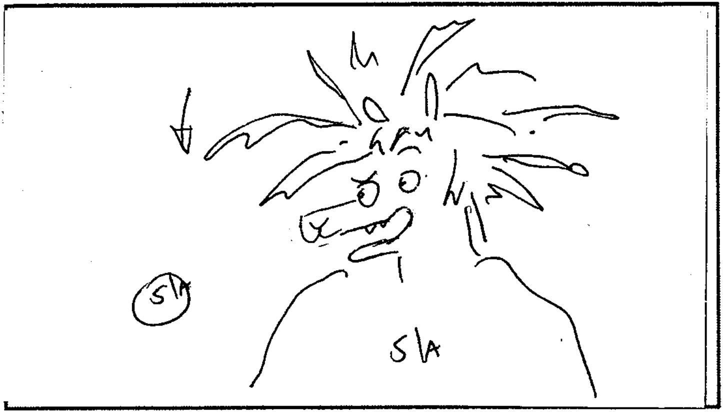
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B- HUH...

**Sc.** **Pnl.** **Bg.** day night



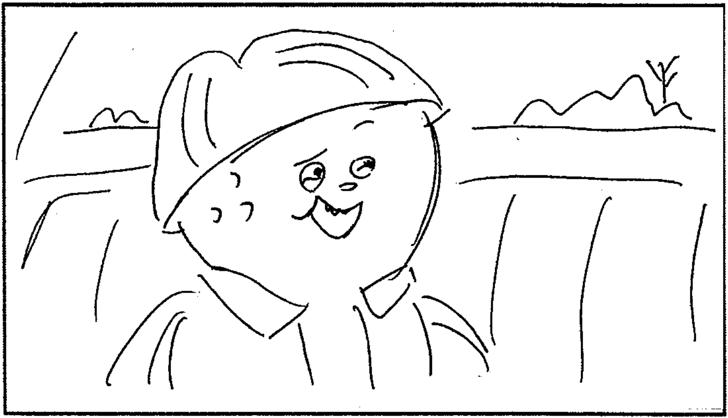
**Dialog:**

B- YOU THINK THERE MIGHT BE SOMETHING ABOUT ROBOTIC VOICES THAT REALLY MOISTENS YOUR TOWELETTE?

**Action:**

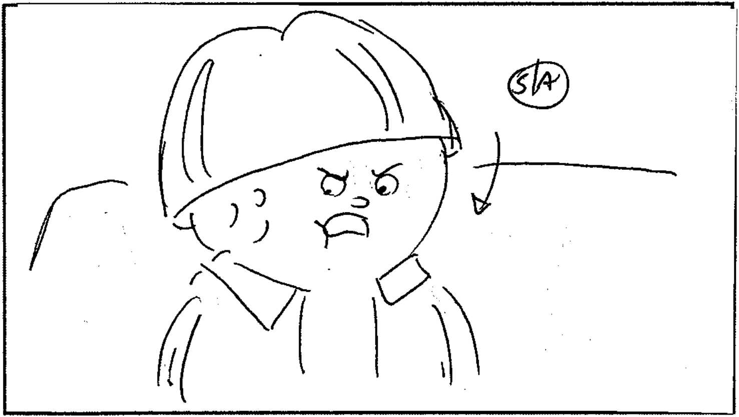
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P- OH, NO DOUBT ABOUT THAT...

**Sc.** **Pnl.** **Bg.** day night

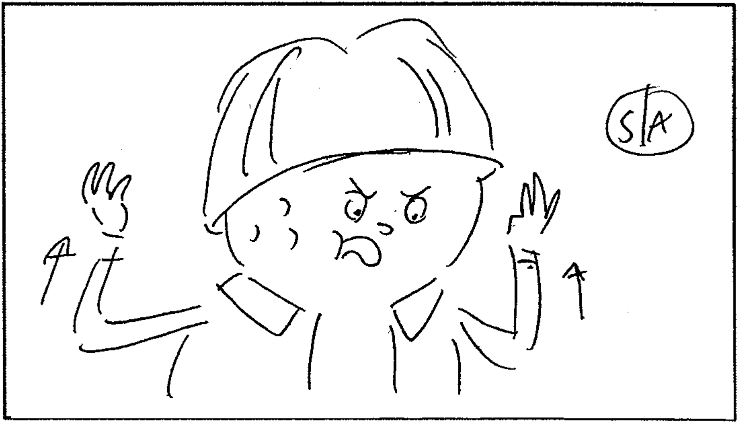


**Dialog:** P- BUT THEN ASKING HIM THOSE QUESTIONS AND FINDING OUT HE'S...

**Action:**

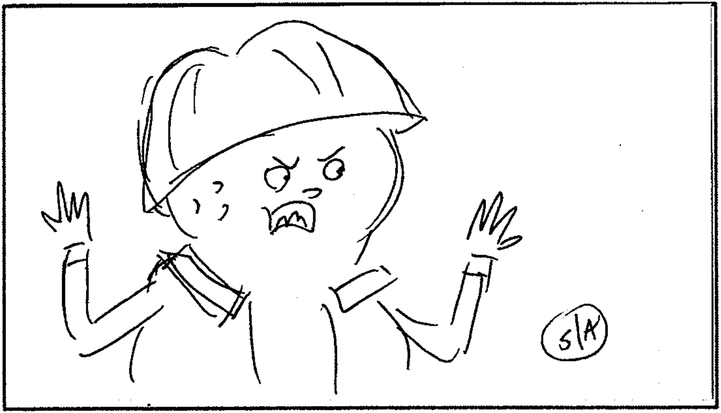
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P- SOMEONE... SO...

**Sc.** **Pnl.** **Bg.** day night



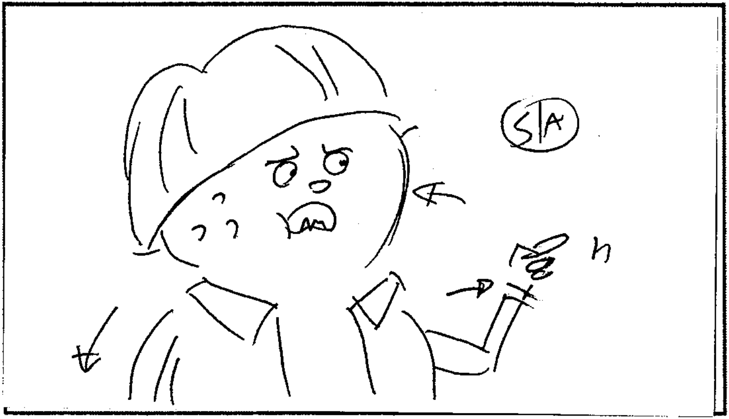
**Dialog:**

P- SPECIFIC!

**Action:**

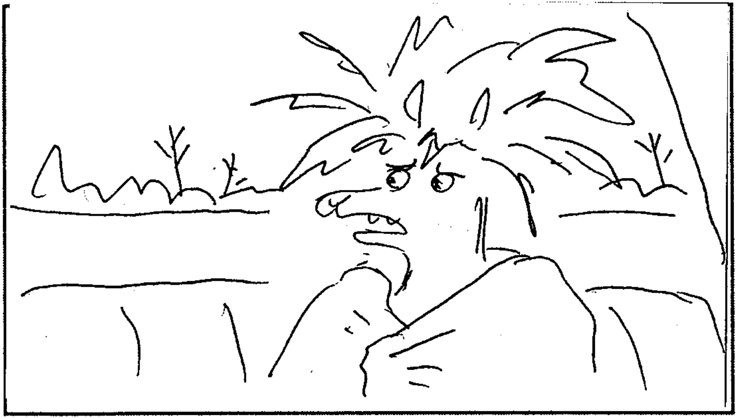
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P - NOW THAT'S GROSS.

**Sc.** **Pnl.** **Bg.** day night



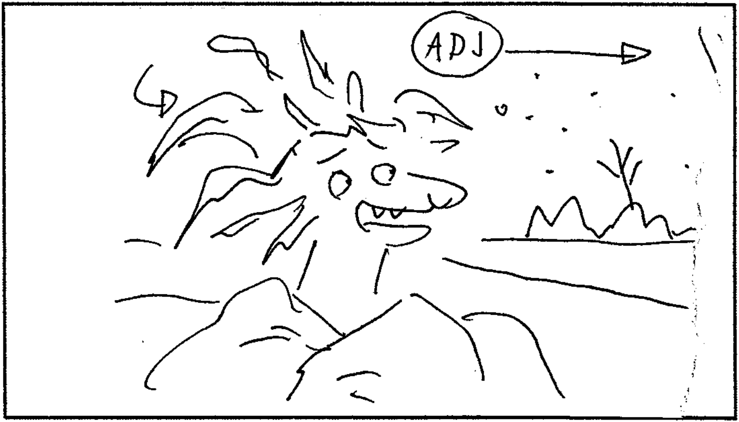
**Dialog:**

B-WELL, THERE'S GOTTA BE
A SOMEONE OUT THERE
WHO'S PERFECT FOR YOU!

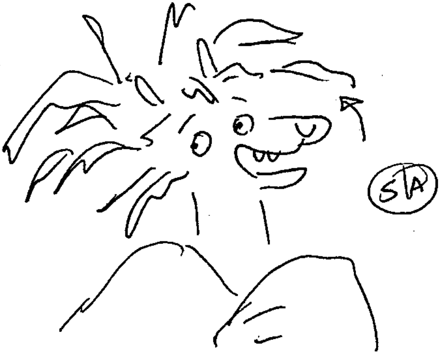
**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



**Sc.** **Pnl.** **Bg.** day night

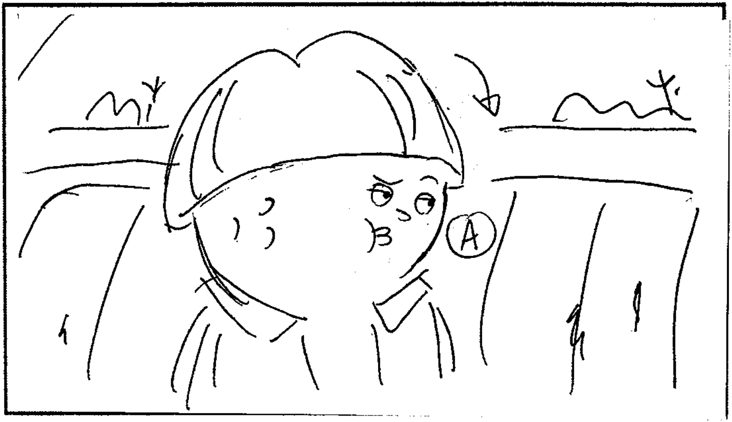


**Dialog:** B-A SOMEONE WITH A ROBOVOICE AND A HOT BOD WHO DIDN'T MURDER HIS THIRD TWIN.

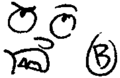
**Action:**

**Timing:**

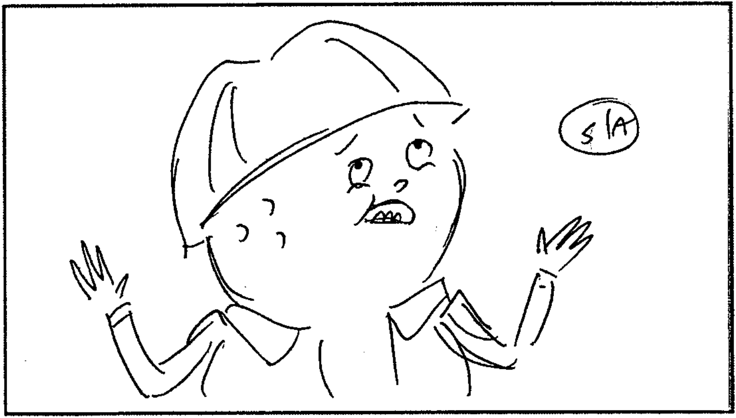
**Sc.** **Pnl.** **Bg.** day night



P- ≡PFF≡ YEAH RIGHT!



**Sc.** **Pnl.** **Bg.** day night

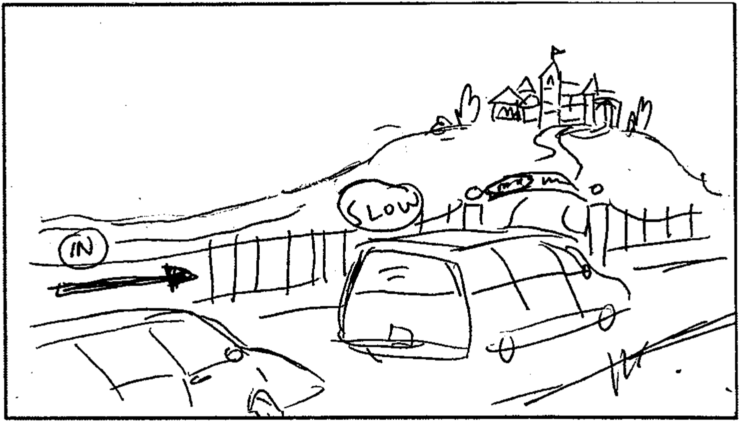


**Dialog:**
P- WHERE'M I GONNA FIND AN AMAZING GUY LIKE THAT?

**Action:**

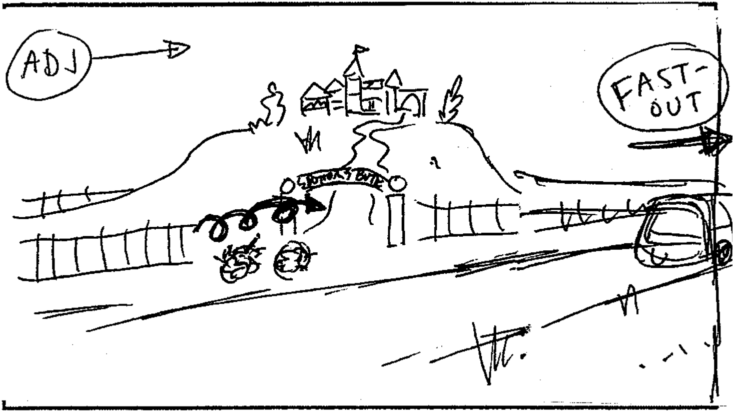
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



(minivan slows down)

**Sc.** **Pnl.** **Bg.** day night

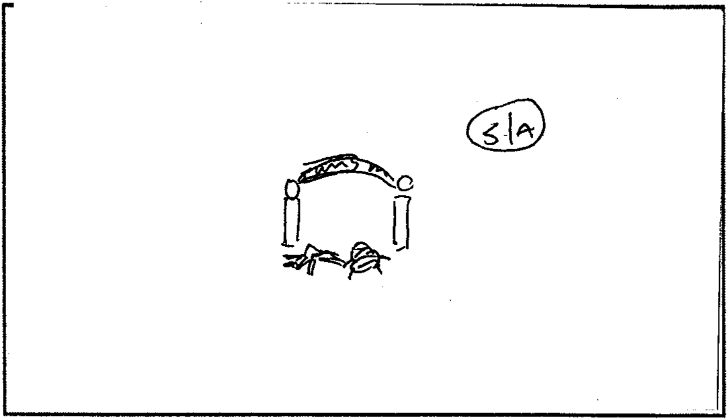

ADJ
FAST-OUT

**Dialog:** B/P- ≡UNGH/ANGH/NGH≡

**Action:** (B & P roll out of moving vehicle)

**Timing:**

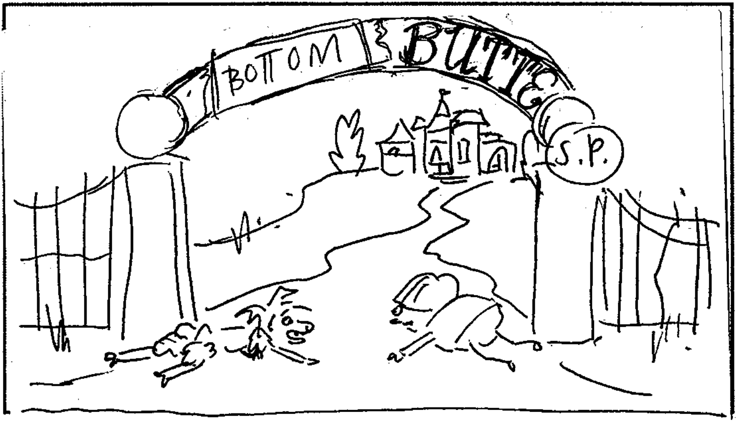
**Sc.** **Pnl.** **Bg.** day night



B/P - ≡UNGH≡

(they stop rolling)

**Sc.** **Pnl.** **Bg.** day night



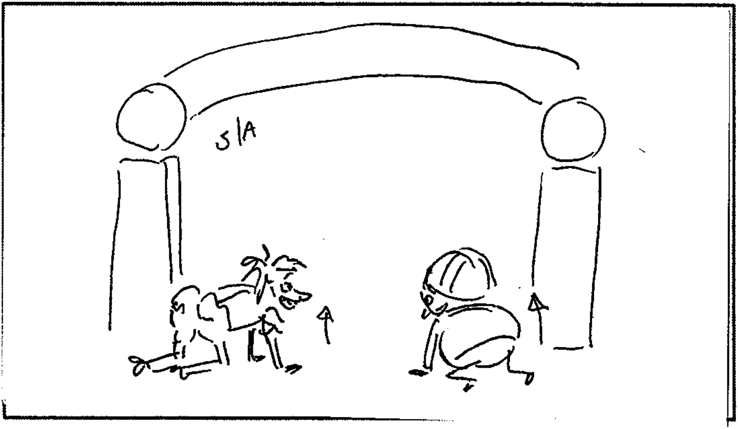
**Dialog:**

B- THERE'S A TOTAL TAMALE OUT THERE FOR EACH OF US, PEE-PEE, AND I PROMISE I'M GONNA HELP YOU FIND YOURS.

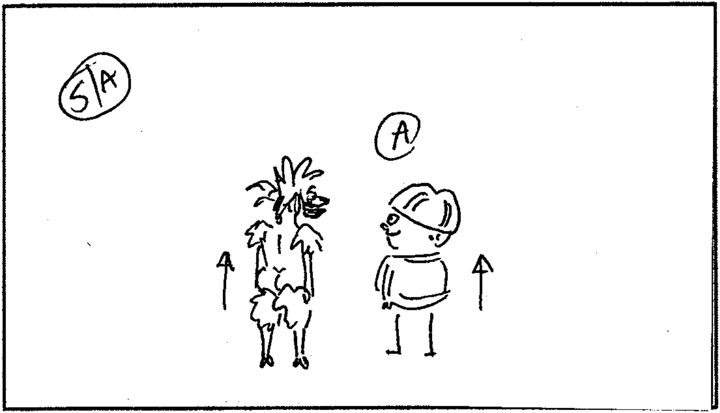
**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



**Sc.** **Pnl.** **Bg.** day night



**Dialog:**

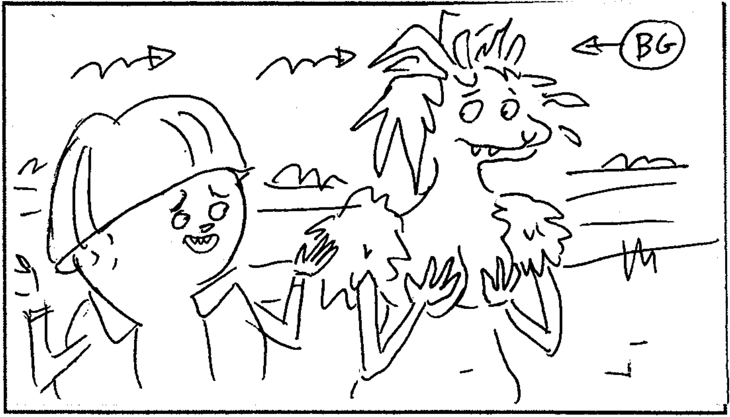
B – YOU DESERVE TO BE EMOTIONALLY PENETRATED BY SOMEONE YOU HAVE SEX WITH!

**Action:**

**Timing:**

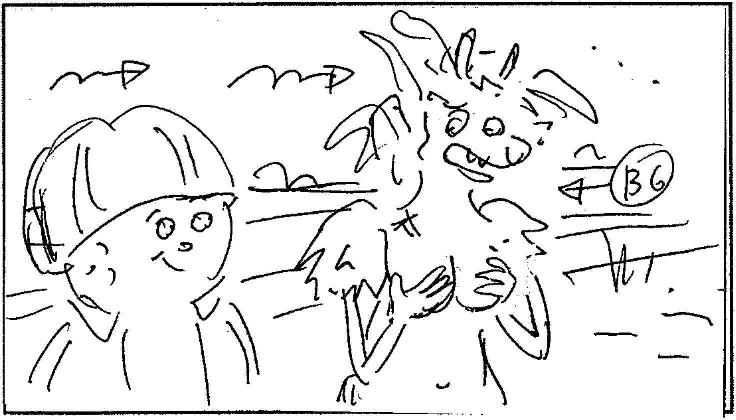
(B totally naked)

Sc. Pnl. Bg. day night



P-AND YOU DESERVE TO BE PHYSICALLY PENETRATED BY SOMEONE YOU CARE ABOUT!

**Sc.** **Pnl.** **Bg.** day night



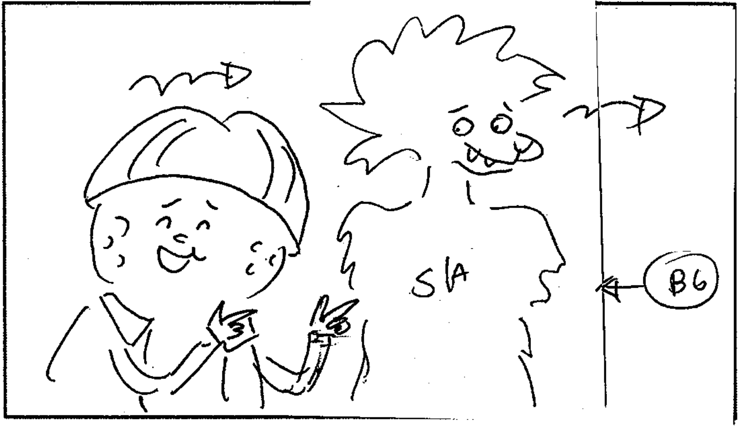
**Dialog:**

B-DO YOU REALLY THINK
I'M READY??

**Action:**

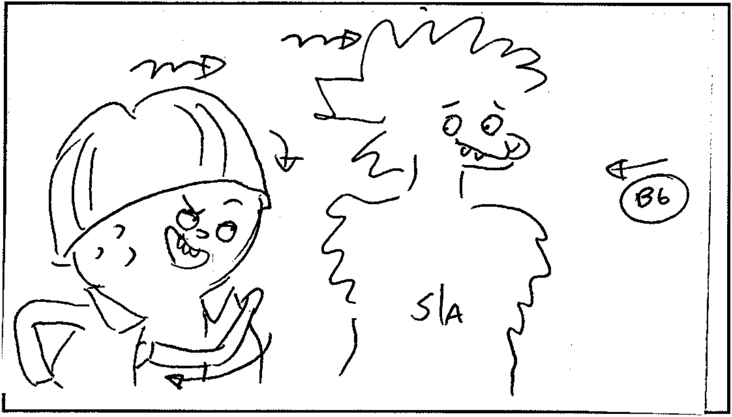
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



P- GIRL, I KNOW YOU'RE READY!

**Sc.** **Pnl.** **Bg.** day night



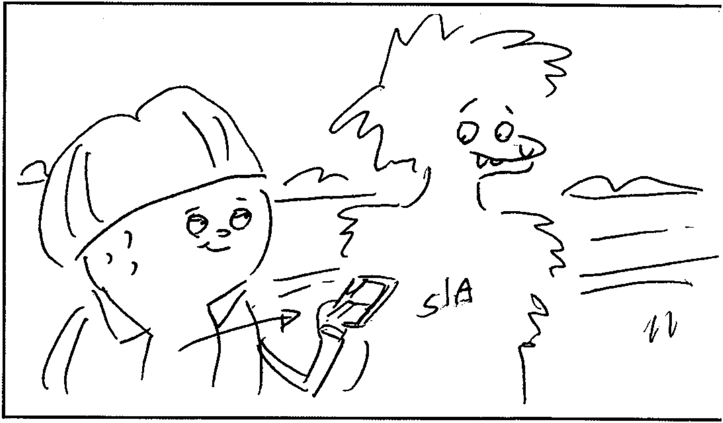
**Dialog:** P- IT'S TIME TO TELL WILL IT'S TIME.

**Action:** (hands over phone)

**Timing:**

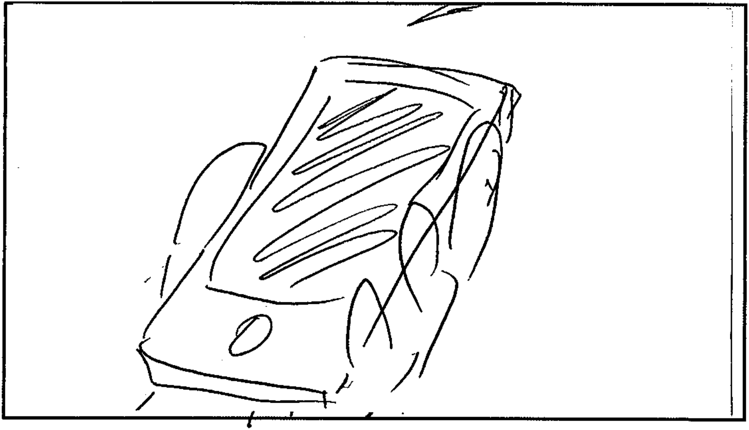
Page

**Sc.** **Pnl.** **Bg.** day nigh



(they stop)

**Sc.** **Pnl.** **Bg.** day night



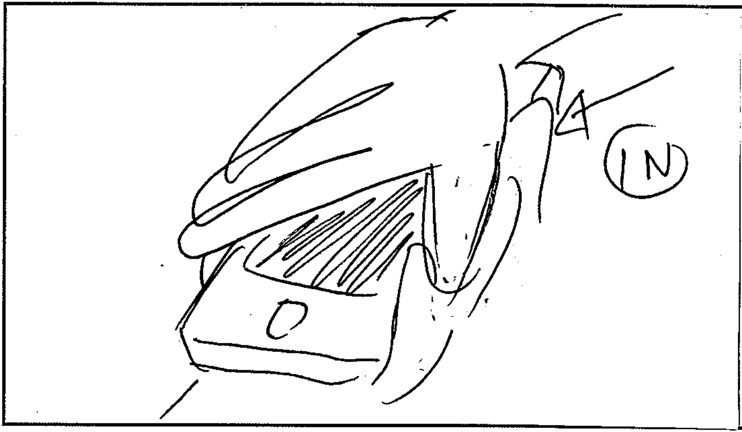
**Dialog:**

**Action:**

**Timing:**

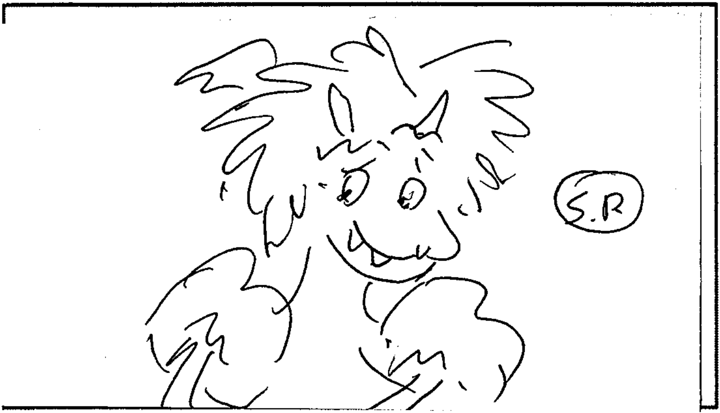
**Sc.** **Pnl.** **Bg.** **Page**

day night



(B's hand takes phone)

**Sc.** **Pnl.** **Bg.** day night

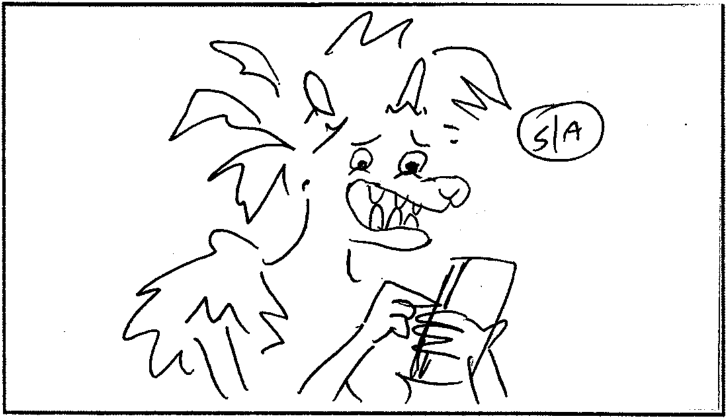


**Dialog:**

**Action:**

**Timing:**

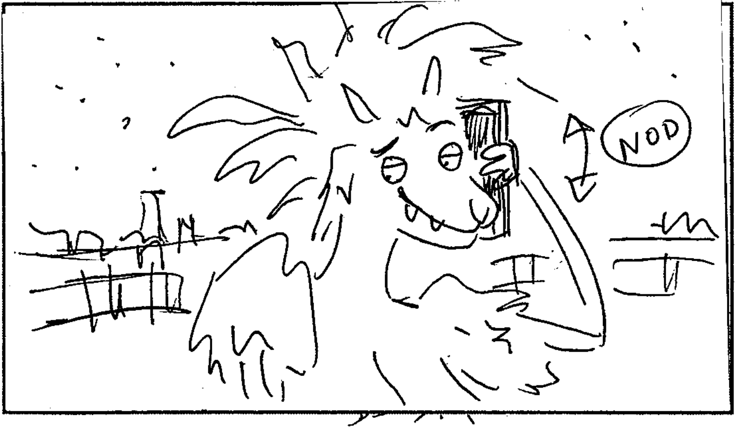
**Sc.** **Pnl.** **Bg.** day night



B - EEEE ~ !

(dials)

**Sc.** **Pnl.** **Bg.** day night

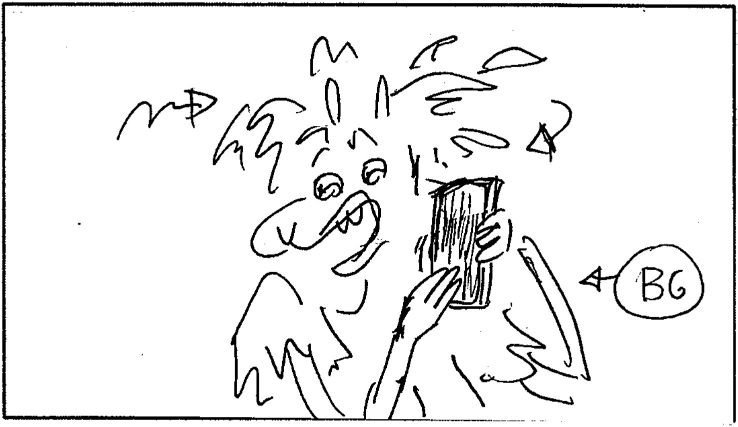


**Dialog:**

**Action:** (B nods, listening to phone)

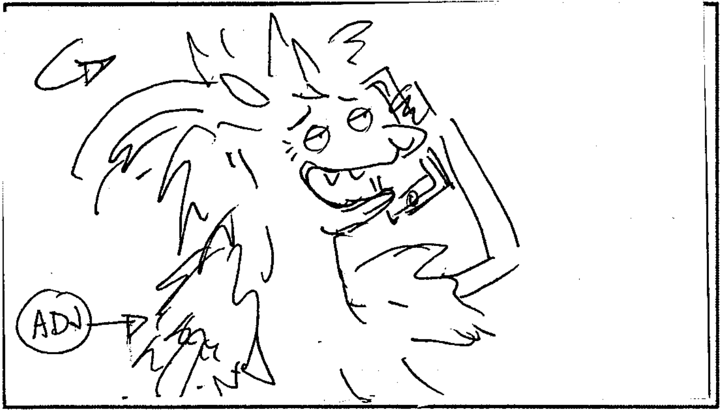
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B- (whisper) ANSWERING MACHINE.

**Sc.** **Pnl.** **Bg.** day night



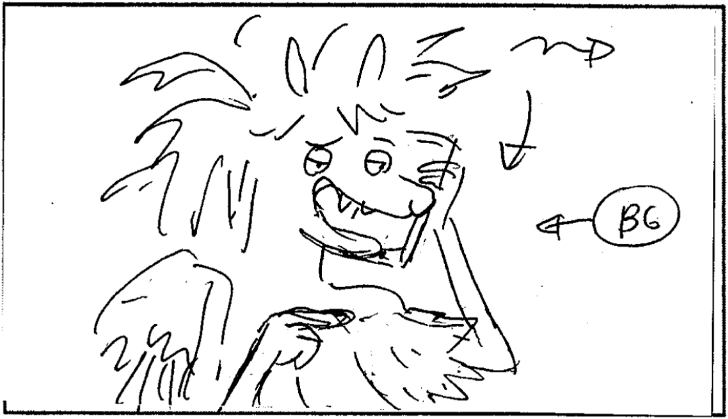
**Dialog:**

B- HIII WIIILLLL,
IT'S MEEEE!!

**Action:**

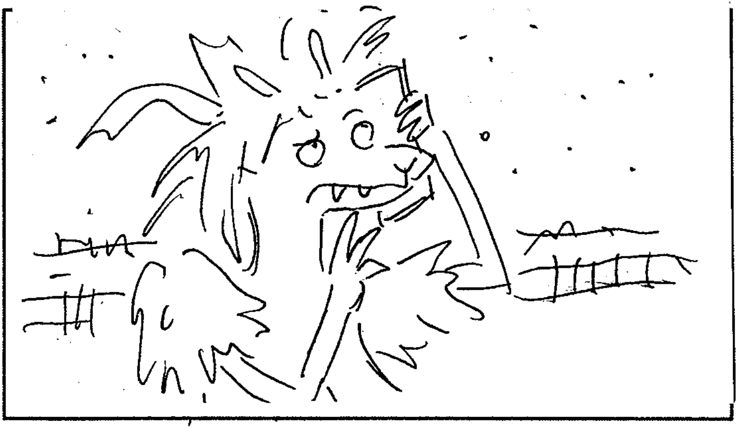
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B- JUST WANTED TO LET YOU KNOW THAT I'M READY FOR YOU TO...

**Sc.** **Pnl.** **Bg.** day night

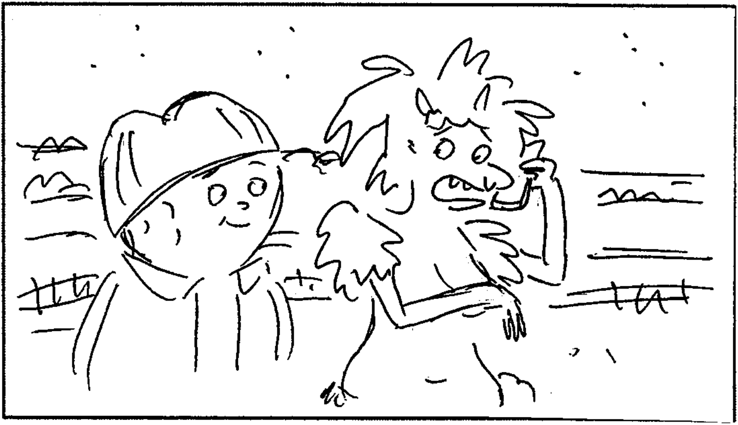


**Dialog:**

**Action:** (B thinks)
(stops walking)

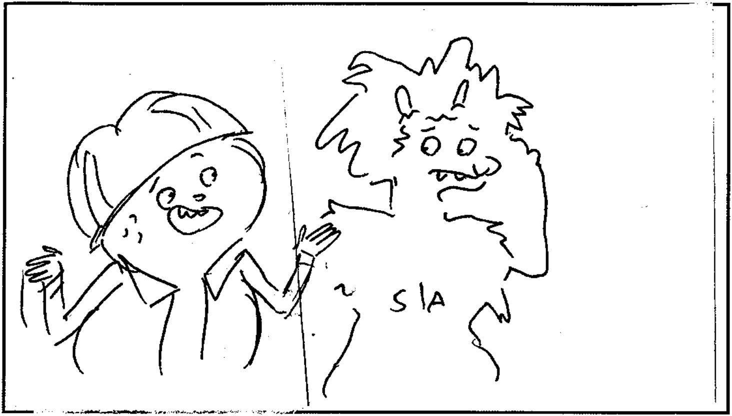
**Timing:**

**Sc.** **Pnl.** **Bg.** day night



B (whisper) - WHAT DO I SAY NOW??

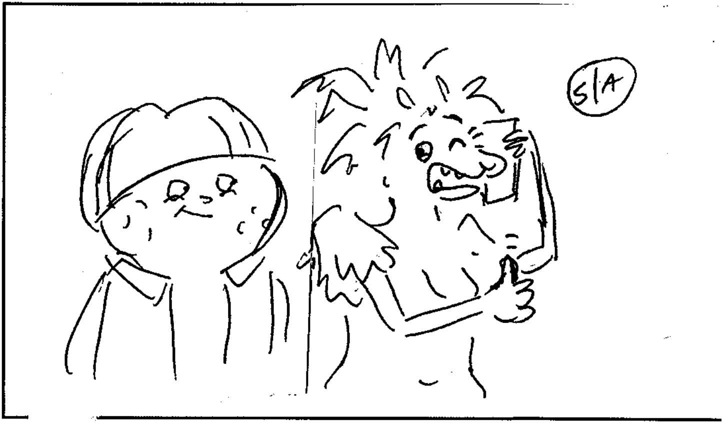
**Sc.** **Pnl.** **Bg.** day night



**Dialog:** P- WHATEVER YOU WANT! YOU GOT THIS!

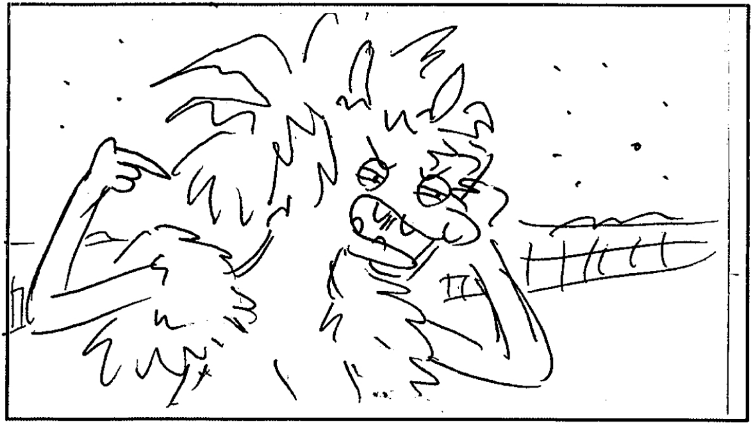
**Action:**

**Timing:**



B - CK - CK

**Sc.** **Pnl.** **Bg.** day night



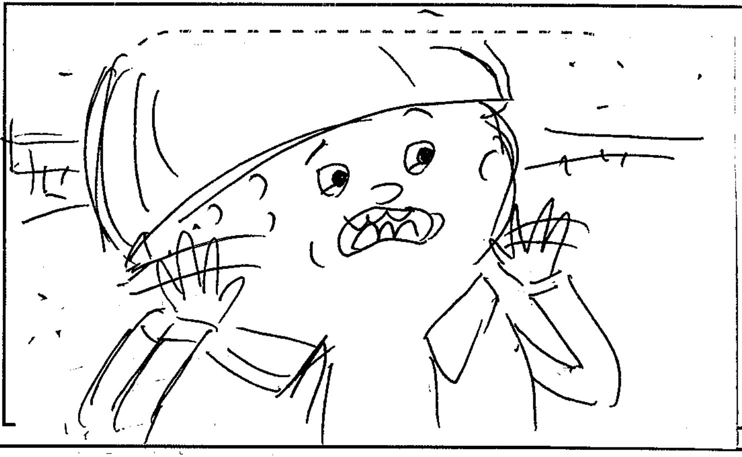
**Dialog:** B-I'M READY FOR YOU TO SHOVE YOUR FAT

**Action:** DICK SO FAR

**Timing:**

Page

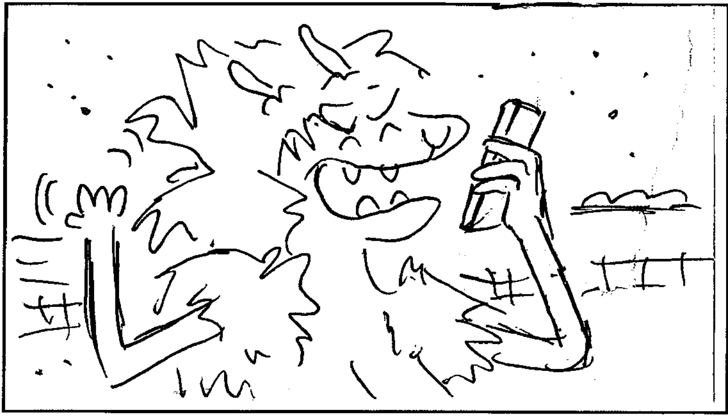
**Sc.** **Pnl.** **Bg.** day night



B - UP MY HAIRY VAGINA THAT IT COMES

P - MAYBE - NO - (whisper)

**Sc.** **Pnl.** **Bg.** day night



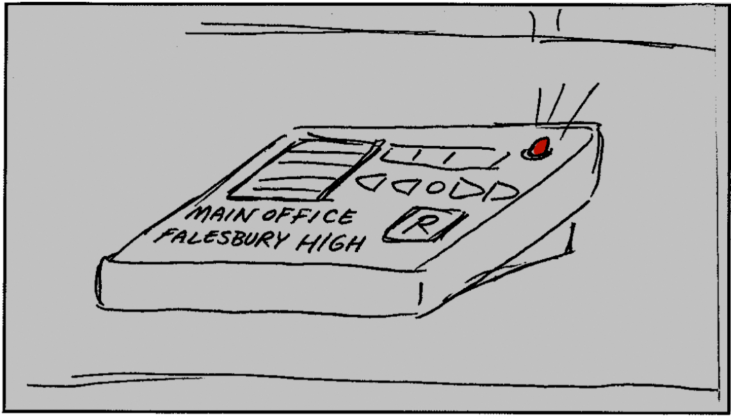
**Dialog:**

B- OUT MY MOUTH AND

**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night


MAIN OFFICE
FALESBURY HIGH
R

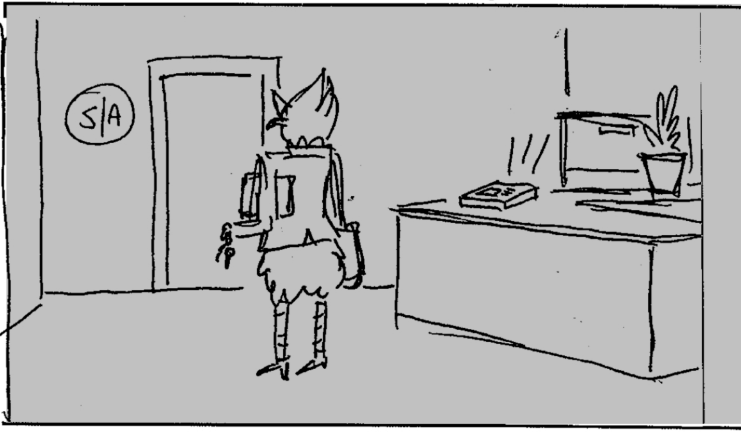
**Dialog:**

B(O/S) - I PUKE SPERM!

**Action:**

**Timing:**

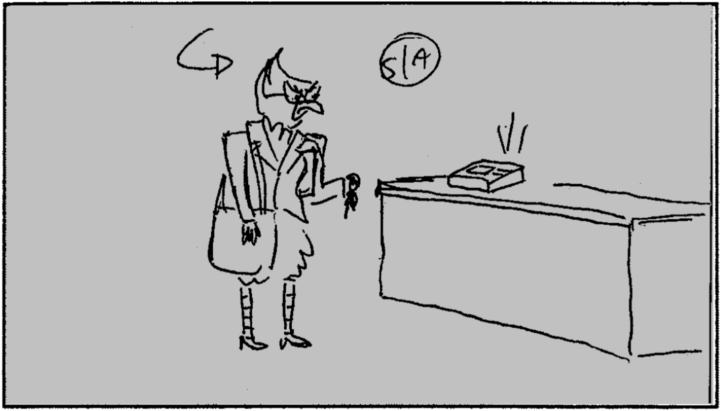
Sc. Pnl. Bg. Page day night



B (O/S) - YOU HEARD ME RIGHT, MR. WILLIAM P. SURE,

(VP Cockatiel walking out for the night)

**Sc.** **Pnl.** **Bg.** day night

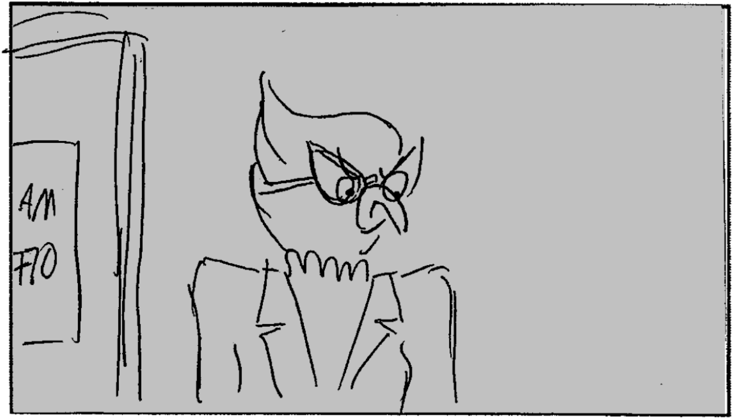


**Dialog:**

**Action:**

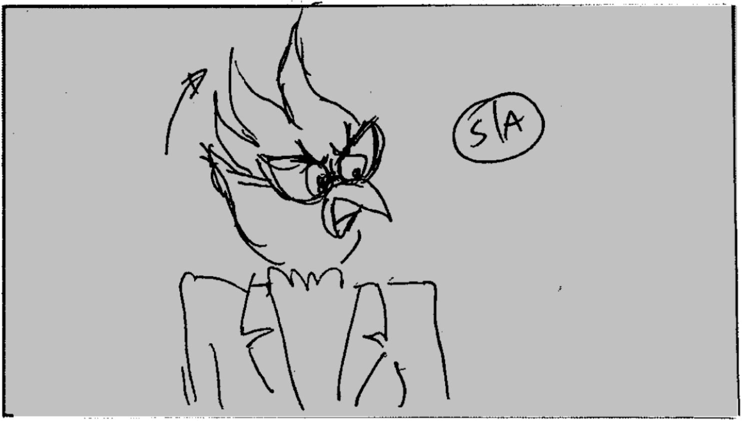
**Timing:**

Sc. Pnl. Bg. day night



B(O/S) - THE NEXT TIME
I SEE YOU,

**Sc.** **Pnl.** **Bg.** day night

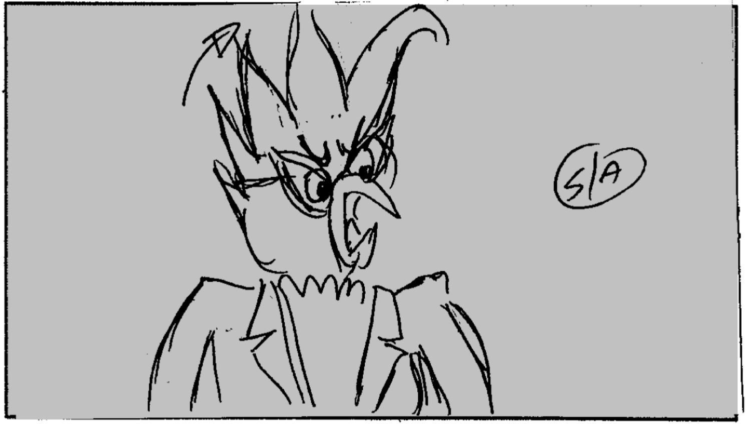


**Dialog:** B(O/S) - I'M GONNA GET YOUR SKEWER UP IN MY MEAT SO FAST,

**Action:** VPC - SQUUAA

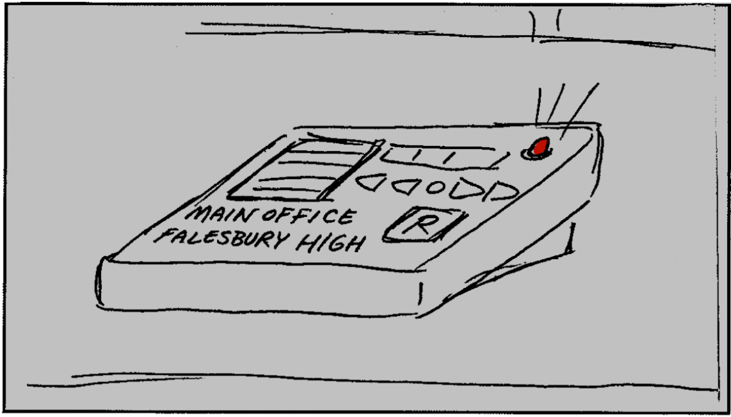
**Timing:**

Sc. , Pnl. Bg. day night



B(O/S) - WE'LL BE KABOBBING BEFORE YOU EVEN GET A CHANCE TO HAVE ME AT "HELLO."

**Sc.** **Pnl.** **Bg.** day night


MAIN OFFICE
FALESBURY HIGH
R

**Dialog:**

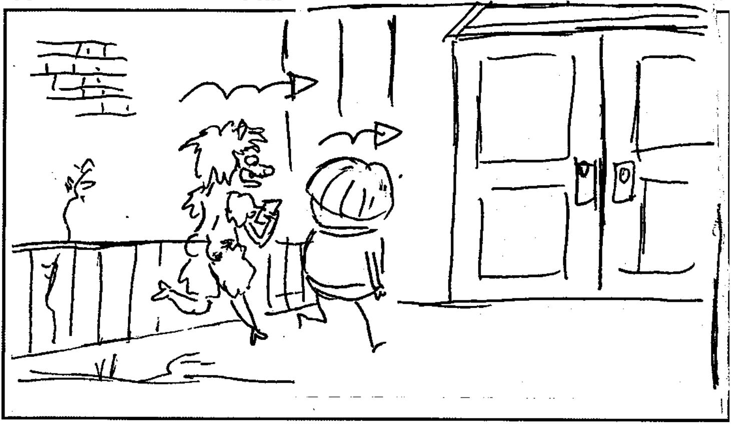
B(O/S) - SO CALL ME BACK!

BEEEEEP

**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** day night



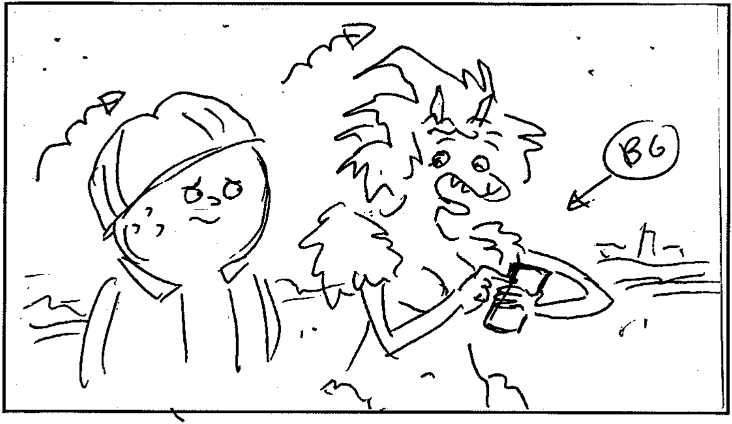
**Dialog:**

B - YOU'RE RIGHT, PEE-PEE.

**Action:**

**Timing:**

**Sc.** **Pnl.** **Bg.** **day** **night**



**Dialog:** B - I DO GOT THIS!

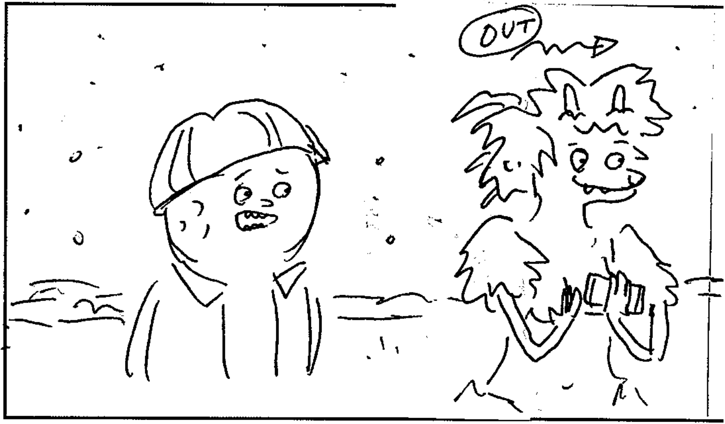
**Action:**

**Timing:**

Page

Sc. Pnl. Bg.

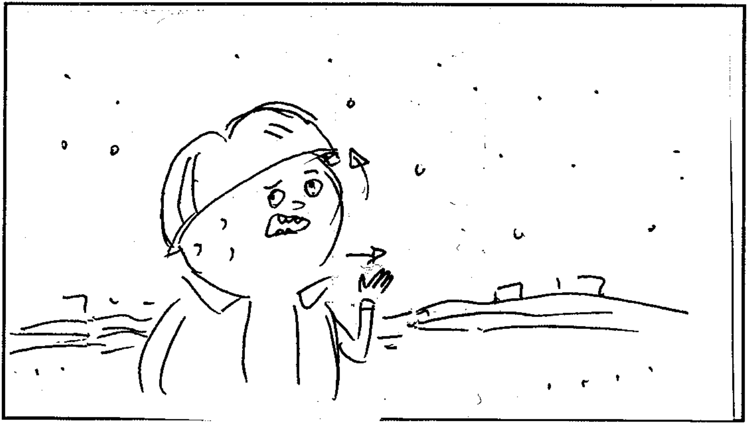
day nigh



P- OK, BUT...

(P stops, B walks out of frame)

**Sc.** **Pnl.** **Bg.** day night



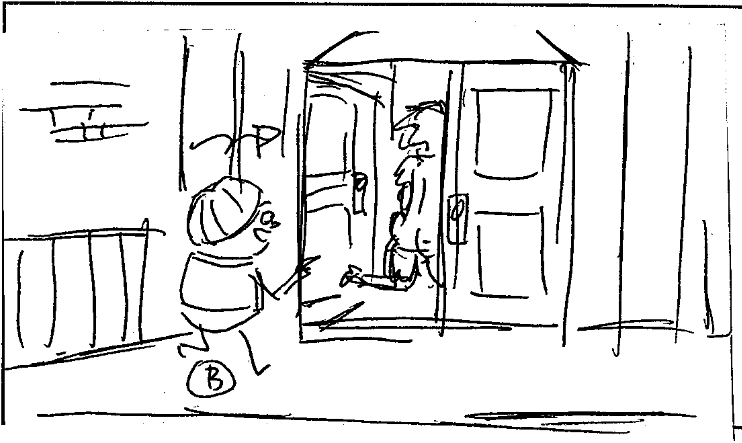
**Dialog:** P- JUST IN CASE YOU DON'T...

**Action:** (SFX opening door)

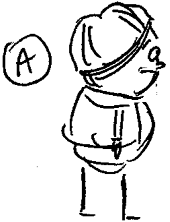
**Timing:**

Page

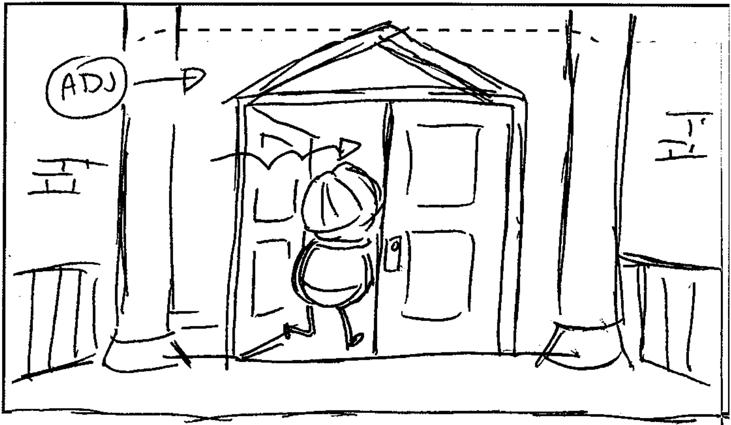
**Sc.** **Pnl.** **Bg.** day night



P - WE'LL FIGURE IT OUT.



**Sc.** **Pnl.** **Bg.** **day** **night**



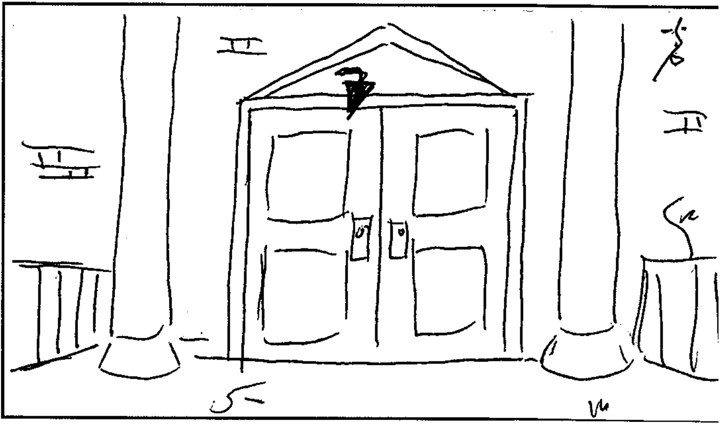
**Dialog:**

**Action:** (P follows her in)

**Timing:**

Page

Sc. Pnl. Bg. day nigl



(door shuts)

**Sc.** **Pnl.** **Bg.** day night

The End

(OF ACT ONE)

**Dialog:**

**Action:**

**Timing:**